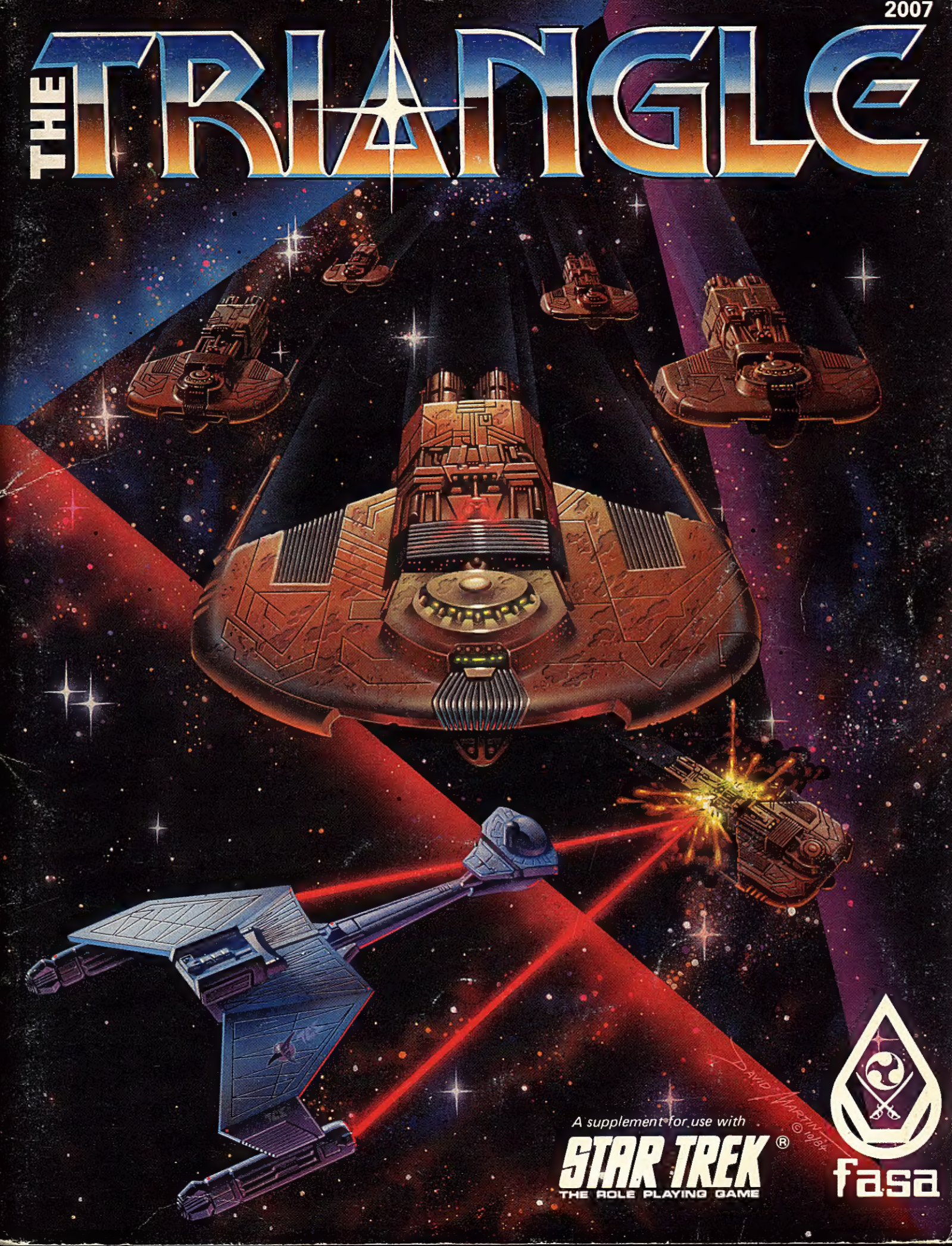


# THE TRIANGLE



*DAVID MARTIN*

A supplement for use with  
**STAR TREK**®  
 THE ROLE PLAYING GAME



fasa

THE

# FRYANGLIC

## THE TRIANGLE

A supplement for use with *Star Trek: The Role Playing Game*

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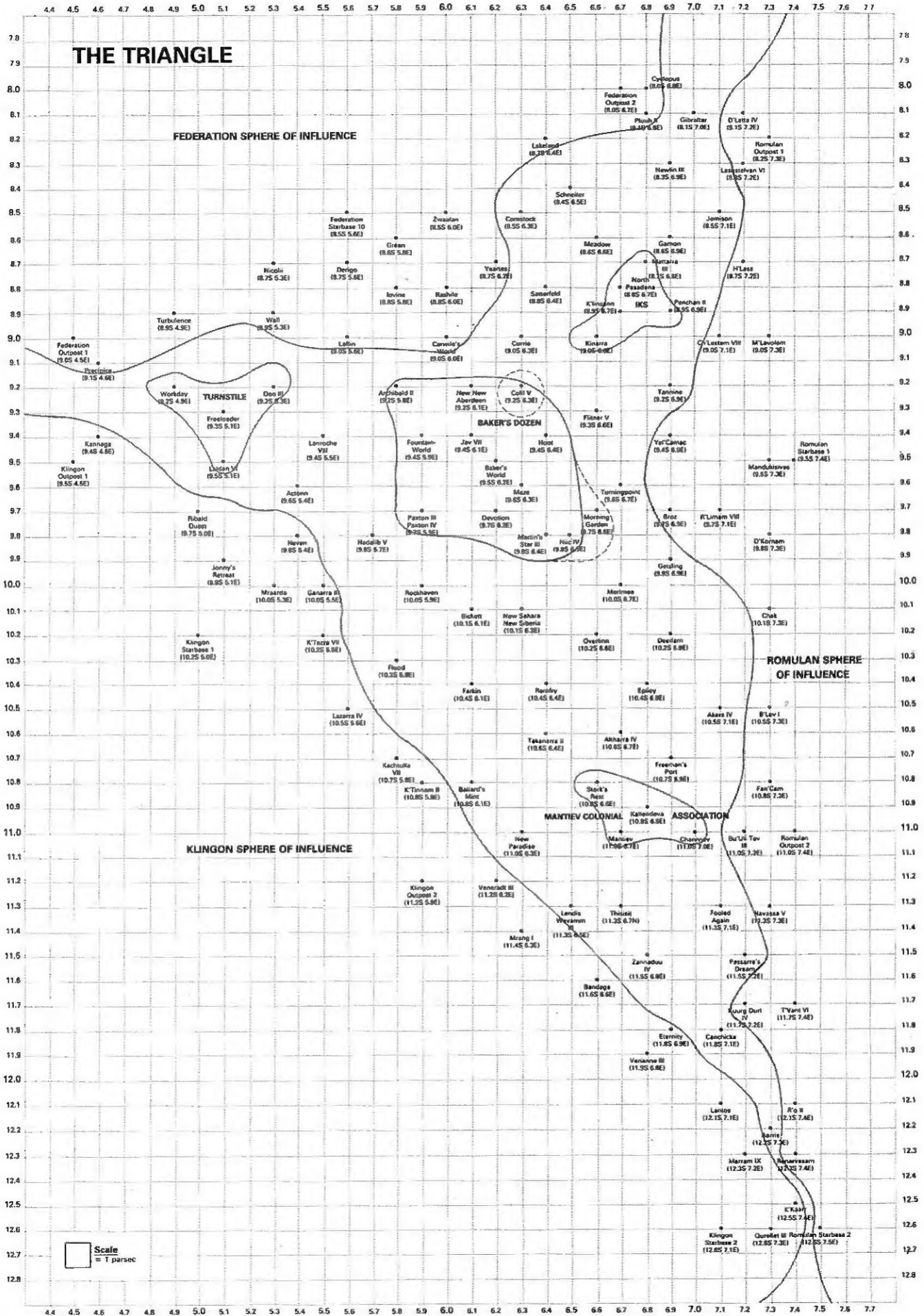
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# THE TRIANGLE



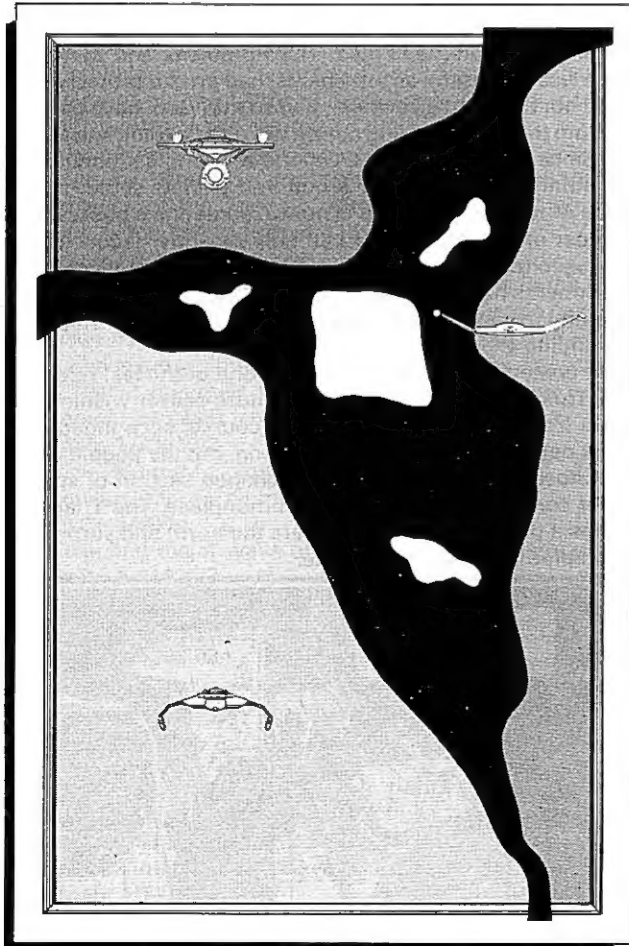
# Introduction

*(Excerpted from the introduction to The Gold Triangle: A Personal Observation, by Willis J. F. Baker)*

For many years, the Triangle was just another patch of stars, unwanted by the three great powers surrounding it. Today, it is one of the richest trading areas in the known galaxy. To some, it is a time bomb ready to explode. To others, it is simply their home.

The Triangle, that section of 120-odd Class M planet systems bordered by the Klingon Empire, Romulan Star Empire, and the United Federation of Planets, would not today be the unique blend of cultures it has become if it had been an easy place in which to live. Riches of minerals, power sources, lifeforms, and other resources abound, but their potential went unrealized for a long time due to limitations of distance, time, and technology. Today, these worlds are vital to the interests of the three great governments, but they are also the hope and the home of great numbers of independents who are unwilling to give up the freedoms they came to the Triangle to find.

When worlds of plenty were easily found and conquered, the more difficult ones found in the Triangle were passed by. The Klingons and Romulans, old foes who battled here before the UFP's reach extended so far, cared less for the wealth here and more for the strategic position along their disputed borders.



Even after the arrival of the Federation during the UFP/Romulan War, neither side attempted to claim these worlds as homes for its people -- at least, not right away. The Romulans could not. Their economy, all but destroyed by the bitter war, could not support a major colonization effort so far from the main coreward thrust of their Road to the Stars. The UFP could not. It still had dissension in its own ranks, and the Triangle was too far away from the UFP's center to be easily managed or supplied.

It fell, as pioneering efforts often do, to the outcast and the dreamer to settle the Triangle. Such people do not give up their independence easily, especially when it has been hard-won, and with little aid from their more comfortable fellows within the great governments. Following these colonists were the merchants, caring only for the gold carved out by the first settlers. As with merchants everywhere, the lure of profit attracts them to any new market where they may buy and sell without the interference or restrictions imposed by the megagovernments.

On the very edge of nowhere, the Triangle began to prosper, and it was this prosperity that attracted the attention of the great governments to the area again. By this time, however, the tone of life in the Triangle was too well-established for any outside group to simply arrive and impose a new order. (Not to mention that the people of the Triangle have always been very adept at pitting the "big boys" against one another, and maintaining the precarious balance that leaves the Triangle unfettered.)

It is true that the Triangle is a place somewhat beyond the normal reach of "law", as it is exercised within the three great governments bordering it. After all, bureaucracy can get in the way of the day-to-day process of survival on a frontier. Old friends and old enemies interact on a daily basis (with those designations changing almost as often.) Ancient grudges are momentarily forgotten in the race to seize fleeting opportunities. The dangers and rewards of taking risks are still an everyday part of existence in the Triangle. And yet, though life is neither simple nor quiet here, one can still find oases of tranquillity rarely available in the centers of "civilization".

It is true that there is no way to learn everything one wants or needs to know about the Triangle from a book. But perhaps these writings will suggest enough of the diversity and adventure to be found among these worlds so that more individuals will want to experience its pains and pleasures first-hand.

Welcome to the most fascinating place in the galaxy.

## A BRIEF HISTORY OF THE TRIANGLE

The earliest permanent, non-native settlements within the area known as the Triangle were most likely established by the Romulan Star Empire sometime around Stardate 0/5000. As the area was not considered important to the main coreward thrust of Romulan expansion, they kept only sketchy records. Also, some worlds along the shared Romulan/Klingon borders have changed hands many times in the wars and skirmishes between these two powers, causing the destruction or loss of much early Triangle history.

In any event, the Romulans did not think much of the Triangle. As resource-poor as they were, they still found it easier to obtain their materials in other places, particularly

coreward of the Triangle, where they directly confronted the Klingon Empire again and again. The Klingons also seemed uninterested in this area at first, perhaps because the Romulans were pressing them hardest to coreward, and perhaps because their technological development ran more to military hardware than efficient methods of mining and raising crops on marginally-useful worlds.

The late arrival of the UFP changed the trend for a time. The UFP/Romulan War of Stardate 1/0610 through 1/0909 brought huge fighting forces through the Triangle region for the first time, and the strategic importance of the area became clear. But, when the war was over and both sides had retired to lick their wounds, the Klingons chose to grab what they could of the richer worlds coreward of the Triangle, while the Romulans were busy rebuilding. Once again, the big governments chose not to exploit the Triangle.

But what the UFP, the Romulans, and the Klingons passed over, individual interests began to notice. Particularly attracted were those who saw the Triangle as a possible haven from restriction and persecution. They came, catch-as-catch-can, starting about Stardate 1/4000. Like those who colonized North America in ancient Terran history, the first pioneers of the Triangle were a mixed bag of convicts, religious zealots, dissatisfied and displaced persons, and those who simply wanted to be left alone.

Out in the "space wilderness" of the Triangle, supplies for these colonial efforts were hard to come by, and it was the Orion merchants who first recognized the struggling colonies in the Triangle as a market with vast potential. Always ready to make a credit or two out where the laws are least restrictive, the Orions funded many early trade efforts, even though they knew that, for a time, they would lose money on the long runs between inhabited worlds. They hoped to keep the Triangle open, and to gain a foothold for the day when the place would begin to turn a profit. Their gamble paid off big when advanced technology (much of it developed by the resource-poor Romulans and copied by the Orions) made once-marginal Triangle planets into rich worlds. By this time, the Orions were established, with trade routes and freeports already in operation.

Lucrative trade, of course, brings with it those who prey upon profitable enterprise. Free of Star Fleet's long arm, pirates and smugglers of the UFP found the Triangle an ideal haven for their forays. Romulan and Klingon privateers also found that no one much questioned matters when ships vanished in the Triangle, and they gleefully began preying on each other. (Of course, no one knows how many Klingon and Romulan vessels lost to "enemy action" were actually taken by Orion or independent pirates using the Klingon/Romulan conflicts as a cover.) Black markets thrived along with the legitimate ones, and sometimes it was hard to tell the difference.

Not until the Four Years War between the UFP and the Klingon Empire did the major powers catch on to what was happening in the Triangle. Again, the Triangle's strategic location brought huge fleets through the area. This time, however, the Orion merchants and the independents such as Baker's World were ready to assert their prior claims and to turn their position to advantage by exploiting both sides.

The UFP could not afford to make enemies of the small Triangle colonies that were now needed as refueling and repair bases; they were forced to pump money into these governments and to protect them from Klingon invasion. They were even forced to accept the fact that nominally-independent, Orion-settled worlds were trading openly with the Klingons as well as the UFP!

The Klingons found they could not impose their will on the Triangle worlds by force without turning the whole Triangle into an ally of the UFP. Thus, it was to their advan-

tage to support the neutrality of the Triangle planets. The stubborn Klingons learned this lesson the hard way, however, and their failure to recognize it sooner surely contributed to their failure to defeat the UFP.

The war also made the Romulans realize that the Triangle could not safely be ignored. Never ones to pass up an opportunity, they began supplying their technology and resource-development methods directly to the Triangle planets at prices that undercut the copycat Orion equipment. The Orions didn't mind in the least, because the Romulans often had to deal with Orion tradeworlds and Orion-owned shipping lines to ship and market their equipment.

Never master traders, the Klingons also learned this lesson slowly. Having finally and grudgingly accepted the inevitable, they began to offer their military efficiency and muscle for sale in the Triangle's rich markets. Now ready to expand, the UFP followed suit with their superior technology, particularly in communications and weaponry.

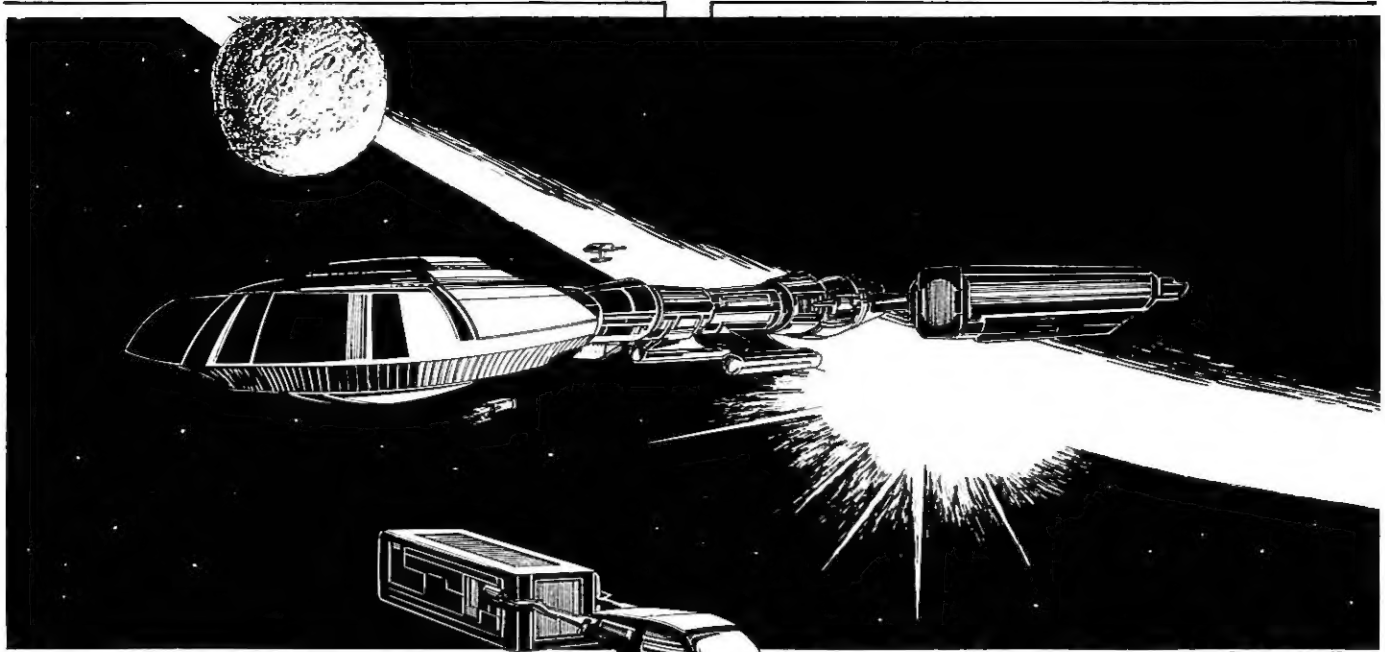
A second influx of colonial efforts came after the Four Years War ended in Stardate 1/9806. These new colonies, supported by the existing Triangle colonies, took hold more quickly and flourished in the post-war trade boom. Though no formal treaties or agreements were ever made, all three major powers decided informally that it was in their best interests not to try to extend their heavy-handed military/governmental sway past the line of outposts and starbases forming the unofficial borders of the Triangle. With only rare exceptions, they remained firm in this resolution.

The result was a market where anyone could make a fortune or lose his shirt, strictly according to how smart, fast, and opportunistic he could be. Of course, the Orions had a cultural advantage and a head start, but members of the UFP (particularly the very adaptable Humans and very efficient Vulcans) did quite well also. The Romulans and Klingons, while less successful as merchants, had products that simply could not be found elsewhere, and so they, too, have benefited from the free-wheeling nature of Triangle trade and life.

Since about Stardate 2/0001, the Triangle's population has quintupled. With over a hundred planets settled, most of the attractive real estate is now in someone's possession, but most of this real estate has only recently begun to be fully exploited by the owners. A few small, multi-system governments have developed, and they seem to thrive, even managing to compete successfully against the huge empires surrounding them.

At present, the Triangle remains one of the last refuges of the true fortune-hunter and adventure-seeker wishing to remain free of ties and loyalties. Of course, such independence is dangerous as well as rewarding, but the people who have chosen to live in this wedge-shaped section of space did not come here seeking the commonplace. The Triangle remains a place where extremes are the norm and surprises an accepted part of everyday life.





## TIME LINE OF TRIANGLE HISTORY

### Stardate 0/5000

The first Romulan settlement efforts in the Triangle area begin. Most of these early settlements are later abandoned or annihilated during the years of Romulan/Klingon conflict. Remains of many of these lost colonies may be found on various worlds in the region.

### Stardate 1/0610 - 1/0909

The UFP/Romulan war calls attention to the strategic importance of the Triangle. After the war ends, however, interest fades due to pressing issues elsewhere.

### Stardate 1/0912.03

Mantiev is settled. The other three planets in the future Mantiev Colonial Association are settled within the next year. All have been founded by various groups from the Federation. These are the only real efforts at colonizing the Triangle until 1/4000. It is their success that spurs the major wave of settlement 30 years later.

### Stardate 1/2501.02

The Mantiev Colonial Association is formed. All four planets are charter members.

### Stardate 1/4000

The first major wave of Triangle settlements begins.

### Stardate 1/5103.27

Freelander, the first major Orion-owned tradeworld in the Triangle, is settled.

### Stardate 1/5309.02

The Baker's World colony is founded, forming the center for what will become the Triangle's largest independent government.

### Stardate 1/9409

The Four Years War between the United Federation of Planets and the Klingon Empire/Axanar Alliance begins. As both forces attempt end runs to find weak spots in the other's defenses, fighting soon moves into the Triangle area.

### Stardate 1/9412.18

Orion Frontier Merchants Association declares independent status from the Orion homeworlds. This move is prompted by Association members, so that they may trade with both the UFP and the Klingon Empire.

### Stardate 1/9503.21

The Affiliation of Outer Free Worlds is founded with a greements signed on Baker's World. The union was formed with an eye toward protecting the independence of the signatory worlds from both the Klingon Empire and the United Federation of Planets.

### Stardate 1/9611

Klingon Admiral Kamato attempts a coup of the Klingon Imperial throne. He is defeated, but manages to escape into the Triangle with a large force.

### Stardate 1/9709.10

The Imperial Klingon States are established by the renegade Klingon Admiral Kamato and his followers. Only two planets are in the IKS at its formation – K'Linsann (formerly Patterson's Place) and Kinarra.

### Stardate 1/9806

The Four Years War ends. A second colonial expansion begins into the Triangle, resulting in a trade boom unequalled in known history.

### Stardate 2/1001.30

Penchan II becomes the fourth member of the IKS. Penchan is vital to the future existence of the IKS because of its vast crystal deposits (including dilithium). With these and other metals present, the IKS can begin rebuilding its worn-out fleet.

### Stardate 2/1601.01

The defeat of Jonas Elley in the presidential election of the Mantiev Colonial Association leads to the Chaniviev Alliance States pulling out of the MCA.

### Stardate 2/1605

Civil War erupts among the members of the Mantiev Colonial Association.

### Stardate 2/1801.13

Gibraltar, an unwanted world situated between the United Federation of Planets and the Romulan Empire, overnight becomes one of the most important in the Triangle. The planet is the site of a joint settlement by the UFP and Romulans for negotiations between the two powers.

### Stardate 2/2206

Estimates indicate that, as of this date, the population of the Triangle has quintupled in the previous 22 solar years.



# Triangle Governments

## UNITED FEDERATION OF PLANETS



As can be seen from the map, the Federation sits at the top of the Triangle area. Federation territory is boundaried by Outpost 1, just above Klingon space, and Outpost 2, which is above Romulan space. At their closest, Federation space is approximately two parsecs from Klingon space and a bit more than that from Romulan territory.

### OVERVIEW OF POSITION

The Federation is the most lenient of all the governments around the Triangle. Unlike either the Romulan Star Empire or the Klingon Empire, the Federation's boundary is one of patrol. The planets inside the boundary need not be members of the Federation, but are friendly toward the Federation. Outside, many of the independents are also friendly, but relish their freedom.

In one sense, the Federation is also the most recent arrival to the area. This is evidenced by the fact that the Federation owns the least territory in the Triangle. As a government, the Federation did not arrive until after the Four Years War. At that time, they decided that, for security reasons, they should have a foothold in the area.

Unofficially, Humankind has been in the area longer than either the Klingons or the Romulans. In the early days of warp travel, Humans and their associates migrated and settled in the area. The reasons behind this migration varied, from those simply wishing to find new, open vistas to claim, to those believing themselves oppressed in one fashion or another.

### GOALS

The Federation's goals in this area are not quite as ambitious as those of either the Klingons or Romulans. Officials would like to see more of the planets join the Federation, but do not generally believe in coercion to achieve their ends. In most cases, Federation officials try to encourage new members by demonstrating their willingness to allow individuals to make up their own minds, and the Federation's own liberal policies of trade and government.

In some cases, this seems to work. The population of Precipice actively sought membership and aid from the Federation, believing themselves much better off than if they were controlled by the Klingons. Three other planets: Carwile's World, Yeartes, and Pluuh II, are relatively uninhabited planets that either belong to a Federation-chartered company or are directly settled by Federation citizens.

Other worlds, such as those of Baker's Dozen and the Turnstile worlds prefer to be under separate governments than the Federation. Many officials of the Federation wish this were not the case, but will not actively coerce these peoples to join the Federation.

### ECONOMIC AND POLITICAL POLICIES

The Federation believes in a free-market policy. Thus, most companies and corporations have free reign to do what they wish within the boundaries of the law. Trade flourishes in the Triangle, as the traders are considered to be the backbone of a free society.

Free movement between planets is allowed, except in certain cases where the planet is declared off-limits to all but Federation personnel. Product flow, excepting contraband, is likewise unrestricted. The Federation places no import/export duties on cargos within the Triangle area, hoping to attract new members with their obviously liberal policies.

Piracy is, however, strictly forbidden. This does not mean that piracy is non-existent, but is stamped out whenever found by Federation or Star Fleet personnel. Bounties and rewards may also be posted for the capture, or in some cases, the destruction, of known pirates. Piracy is very rare within the Federation boundaries, but is found with increasing frequency as one gets further from the border.

As with trade, the Federation has a hands-off policy regarding planetary governments. Officially, the Federation does not care what type of government is installed on a particular planet. Unofficially, there have been rumors of overthrow attempts that have been at least partially funded and/or commanded by Federation members. These can only remain rumors, however, because the few instances of overthrow have occurred with despotic or oppressive governments that could easily have been funded and commanded by the planetary citizens themselves.

### PLANETS AND GOVERNMENTS

The planetary governments within the Federation sphere of influence fall into three categories: Federation-owned and settled, Federation Members, and Associate worlds. The Federation owns four planets in this area. These are Green, Laffin, Nicolii, and Pluuh II. Green and Pluuh II are scientific research stations, funded and operated by Federation members. Nicolii is a dilithium cracking station, and is populated strictly by Star Fleet Personnel. Laffin is a small dilithium mining colony.

Member planets of the Federation include Cyclopus, Lakeland, Precipice, Rashile, and Wall. Of these, Rashile is also a corporately owned planet. Rashile Gourmet Foods, Incorporated also owns two other planets within the Federation sphere of influence: Carwile's World and Yeartes. Because of Rashile's strong ties to the Federation, these two worlds are listed as within Federation boundaries.

The last category is independent associate worlds. The three worlds that fall in this category are Derigo, Zwaan, and Turbulence. As stated above, the Federation would like these three worlds to accept Federation membership, but will not force them to do so. Turbulence is a small mining group, neither needing nor desiring membership. The governments of Derigo and Zwaan maintain good relations with the federation, but prefer their independent status.

Only one of the Independents, Newlinn III, allies itself with the Federation. Most of the rest will deal with the Federation, but prefer strictly neutral status. Federation diplomats constantly try to alter this situation, but thus far have had only very limited success.

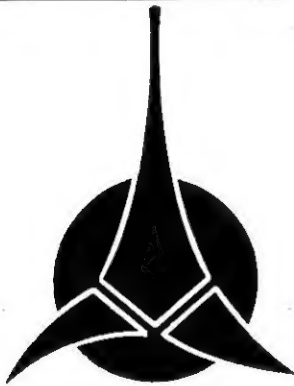
## MILITARY POLICY

The Federation prefers to tread lightly in the area of military use in the Triangle. There are fairly heavy patrols within the Federation sphere of influence, but Star Fleet officially keeps warships out of independent space. Thus, we find approximately 20 research cruisers patrolling the area at any given time. Also, unofficially, there are some light patrol and scout ships patrolling between the independent systems. The reason behind these patrols is to make sure the Klingons and Romulans are not in the area either. Federation ships officially *and* unofficially avoid Baker's Dozen, Turnstile, and the IKS.

Within the Federation territory, all operations are directed by Starbase Ten. The largest area of patrol, referred to as Patrol Zone Alpha, answers directly to the command staff at SB 10. The smaller patrol zones at either end of Federation space are controlled by Outposts One and Two, and are called beta and gamma, respectively. These two outposts answer in turn to Starbase Ten.

The forces attached to these three zones are relatively large. The Alpha zone is patrolled by a combination of five heavy cruisers or frigates, with approximately 50 scouts, destroyers, and support vessels. The forces in Beta and Gamma zones are somewhat smaller, with only three cruisers or frigates and 30 to 40 smaller vessels in each.

## KLINGON EMPIRE



The Klingon border with the Triangle is marked at one end by Outpost 1 and the other by Starbase 2. The Klingon border is the most rigid of the three powers, with changes here slower than along the other two sides. At one end point, the Klingons are only half a parsec from the Romulan border, and at the other, one and a half parsecs from the Federation.

### OVERVIEW OF POSITION

Battles on other fronts, along with fighting both the Federation and Romulans, have left the Klingons in a precarious position here. The Klingons have pushed themselves to the limit, and are now consolidating their position. It has been many years since the wars with the Romulans, but only 24 since the war with the Federation. The Klingons are still unsure of the strength or size of their newest opponent. This, coupled with the fact that they hope to play the Romulans and the Federation against one another, have forced the Klingon Empire to take a wait-and-see stance.

The Klingons, it must be remembered, acquired some of this area as part of the first treaty with the Romulans. They did not really have much established in the way of permanent colonies in the areas they gave up. What facilities they did have they destroyed before relinquishing control to the Romulans. The Klingons, then, are in the process of acquiring new planets within or close to their established boundaries. These are currently being built up into military bases that will support a new push some time in the future.

## GOALS

The primary goal of the Klingons in the Triangle is no different than anywhere else they extend their grasp - domination. The Empire intends to control everything within reach, and when it controls that, reach even farther. Federation politicians have likened the Klingon Empire to an octopus. The body has many arms, and each is reaching as far as it can for more food so that it may grow even larger.

All other goals are secondary. These all build to support the domination by the Empire. The first of these is acquisition of new planets, within or outside of established boundaries. The Empire prefers to take over already established colonies, as this can save much time and work. It can also provide a ready work force for the new landlords. The second goal is to build bases for Klingon troops and ships to operate from. The closer these can be established to expected trouble spots, the faster the Empire can react in times of crisis. The third goal is the establishment of training centers for Imperial and foreign troops. The foreign troops are trained in guerrilla warfare for use on their homeworlds. In return, the Klingons learn much about what will be sure to become a later target for acquisition. Fourth, and this supports the others, is the need for new colonies and worlds to settle. The Klingons are a rapidly growing race, and they need room to expand.

These goals alone could keep the Klingons busy in the Triangle for many years to come. For now, they are willing to bide their time, spending it in rebuilding. In the meantime, there is always the possibility that the Romulans and Federation will batter themselves to death against each other, with the Klingon Empire standing by to pick up the pieces.

### ECONOMIC AND POLITICAL POLICIES

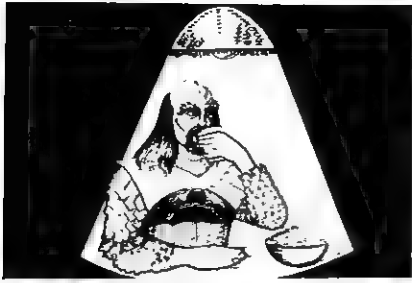
The Klingons are very strict in their trade policies in most areas along the Triangle. Most planets are open to independent traders who have been screened by the Empire. This screening takes the form of being allowed to trade on non-military planets with little interference. If the trader does not cause any problems, and thereby gains the trust of the Klingon customs officials, he will generally be allowed to start trading on a limited basis with pretty well any planets he chooses. It is also well established policy (unofficial, of course) that the more grease you apply to palms in the way of bribes, free goods, and so forth, the more this process can be speeded up.

The Klingons also encourage trade because oftentimes the independents are the fastest, or sometimes only, way to get needed materials this far from the core of the Empire's manufacturing centers. Besides, traders are usually the best source of information for what is going on in the Triangle.

The biggest problem the Klingons have in trading is the fact they do not want to let go of anything that could be of use to someone else. Fortunately, they have found many items they feel useless that others are willing to buy or trade for.

Piracy is unofficially encouraged by the Empire. Many ships have been given over to this practice. Often new officers are given pirate vessels with which they must prove themselves worthy of commanding larger, newer ships. Just as often, commanders who have proven a thorn in someone's side are given one of these vessels in hopes they will be killed. The Klingons use a variety of ships in this role. Often a captured vessel will be put to use in this role. Since Klingon pirate ships maintain strict radio silence, this use has led to many interesting situations. More than once, a raider has attacked another vessel and boarded to find they have just killed fellow Klingons.

Political policies in the Triangle are simple - control anything you can. The Klingons, unable to do this in the open, have been training guerrilla forces to do this where possible. The war in the Mantiev Colonial Association has



given them their first chance to try this type of warfare in the Triangle. So far, they have had limited success. The Klingons naturally wish the rebels would allow them to do more.

The sore spot in politics has been the Imperial Klingon States. The Empire does not officially recognize this group of renegades. Unofficially, they have been slowly building forces in hopes of eliminating this thorn once and for all.

### PLANETS AND GOVERNMENTS

Many of the Klingon-controlled planets in the Triangle are recent acquisitions, such as Qurellet II, Marram IX, and Lantos. One planet in particular, Mraarda, has become a large prison planet. Most Klingon planets in the area use forced labor from other worlds. Mraarda, however, houses mainly Klingon prisoners.

Many of the planets are being converted into bases. For example, Marram IX, Ganarra III, and K'Karr are all receiving heavy facelifts for use by the military.

Believe it or not, two planets remain independent within the Klingon sphere. Granted, the Klingons restrict somewhat the flow of traffic, but each is allowed to handle its own affairs. The two are Jonny's Retreat and Haven III. Most feel it is only a matter of time before these, too, are fully controlled by the Empire.

### MILITARY POLICY

The Klingons have the strongest military presence in the Triangle. The Empire is quite unaware of this fact. The Romulans are busy giving the appearance of having large forces all over the place, and the Federation ships are so powerful and well commanded that the Klingons feel more threatened than is warranted by the facts.

The Klingons have established two starbases and two major outposts in the Triangle area, with more to follow as soon as economics allow. They are building major planetside bases, repair facilities on the ground and in space, and military training centers as far forward as possible. As quickly as these are built, the Empire moves troops into them. Often the troops themselves are used to build the bases.

Most of the current strength is being built up for two primary objectives. The first is increased guerrilla activity, with most effort being used in the Mantiev Colonial Association. The second objective is to destroy the Imperial Klingon States.

To accomplish these objectives, the Empire currently has 87 Battle Groups stationed within the fringes of the Triangle. Although this force is twice the size of the Federation fleet assigned to the Triangle, it must be remembered that many of these are smaller and older ships. A war with the Federation would probably prove to be a close match. If anyone has an edge, it is probably the Federation, due to the technological superiority of their ships. Conflict with the Romulans, if the Federation did not intervene, would probably lead to a major setback for the Romulan Empire.

Intelligence operations currently depend on information gleaned from independent traders and Klingon pirates. If the Empire ever feels they have an advantage over either of the other major powers, war will inevitably erupt in the Triangle.

## ROMULAN STAR EMPIRE



The Romulan border with the Triangle is the longest and most thinly populated of those held by the three major Triangle powers. Though the Romulans have been here longer than the other two groups (with Romulus/Remus so close, in comparison to the other homeworlds), their position is no firmer than that of the Klingons and the UFP.

### OVERVIEW OF POSITION

Battle after battle with the Klingon Empire, and one disastrous war with the UFP, has left the Star Empire critically short of ships, trained military personnel, and other military resources. Agreements to purchase star vessels from the Klingons have strained the military budget for the Triangle. Bases and resupply points are few and far between. For these reasons, the Romulans are finding it harder and harder to supply patrols for their well-over-50 parsecs of Triangle border.

For these reasons, it is vital that the Star Empire's operations in the Triangle be made to pay for themselves in any way possible. The Romulans do not have the men or materials to fully exploit the planets they hold, but they cannot afford to let a single one slip away. They must also make the best of the active trading situation in the Triangle, and the demand for Romulan goods, especially advanced Romulan mining machinery. Even sanctioned piracy cannot be ruled out as a way to pay for the vast planetary exploitation projects in the Triangle borders, and the purchase of Klingon-designed star vessels to help patrol it.

Romulan merchant ships do not travel without armed escort here, between their two bitterest enemies. Even so, the Romulans have managed to turn this unsettling position partially to their advantage. The many small worlds caught in between the huge powers, can be persuaded to buy arms to protect them from the "Klingon menace", thus amusingly helping to pay the Romulan debt to the Klingons with the potential of spilled Klingon blood.

### GOALS

The primary goals of the Star Empire in the Triangle are to maintain a defense against encroachment on Romulan territory by either the Klingon Empire or UFP and to exploit the Triangle's wealth to help pay the enormous cost of such vigilance.

Expansion is not as important here. The Triangle does not stand in the path of the main thrust of Romulan expansion coreward (fortunately for all concerned). But the exploitation of the worlds and trading markets here is vital to keep vigilant Romulan fleets watching their backs, where their two enemies wait for a show of weakness.

Toward this end, the Romulans have spread themselves somewhat thin, claiming and holding planets they are not yet in a position to exploit fully, and that their fleets cannot adequately protect. They must rely on deception and misdirection, and appear to have a greater foothold on the area than they truly maintain.

Meanwhile, export of Romulan non-military technology is vital to help pay their debt to the Klingon Empire. Fortunately, Romulans are much experienced in making the most efficient use out of sparse resources. The Triangle is rich, but its wealth is not easily taken. Dearly-bought Romulan equipment and techniques have made many marginal planets habitable for Triangle governments. The Star Empire wishes to increase the area's dependence on this technology, both for the money it brings and because the need for Romulan aid in planetary exploitation gives the Star Empire some assurance that they will not be attacked without warning by the forces that need the items only they can supply.

### ECONOMIC AND POLITICAL POLICIES

The border worlds of the Triangle that are held by the Romulans act as their economic interface with the governments of the Triangle. To maintain trade, the Romulans must, reluctantly, allow some softening of their traditional hard-line stance against alien vessels in Romulan space. Long-held prejudices on both sides prevent open trade with the UFP, but smugglers are smugglers in any culture, and the Star Empire makes use of these wherever possible.

The Romulans do not want expansion into the Triangle. They cannot maintain the worlds they have there already. Even so, they cannot afford to *look overextended*, and so jealously guard what they have and make tentative overtures to obtain more. It is a strange war the Romulans fight here. It is a war of economic manipulation and subtle diplomacy. These are two areas of skill not well developed in the Star Empire, but the Romulans are watching the Klingons, the Federation and especially the Orions. And they *are* learning.

Though piracy as such is not a common Romulan practice, they have been forced to accept it and even sanction it in some cases. Most piratical activity takes place in the lower Triangle, against the Klingons. Ships in this region have always been at risk, and the Klingons understand these realities better than the UFP.

Foreign imports are controlled at Romulan ports, but they have found that to sell some you must buy some, or your customers go away. Fortunately, Romulans do not indulge in as many creature comforts as the UFP races, and so do not buy as many expensive luxury items. This helps keep the balance of trade favorable.

One group within the Triangle does receive especially favorable trade terms – the Independent Klingon States. As strange as it sometimes seems to offer generosity to Klingons, the Romulans believe that supporting the IKS regime (which is a thorn in the side of the Klingon Empire itself) will in the long run prove useful. The IKS has no love for Romulans, but they cannot resist the bargains offered in planetary exploitation and military technology. For now, the Romulans will tend to support any bid the IKS makes to retain its independence.

### PLANETS AND GOVERNMENTS

Romulan holdings in the Triangle are mostly cases of potential yet unrealized. Back-and-forth wars with the Klingons have kept such worlds as Renarvasam, Kuurg Durl IV, and Navassa V from being fully exploited by the Romulans.

Others, such as R'o II, H'lass, Lasustelvan VI, Mandukisivas, R'limam VIII, and T'vant VI require all the effort the Star Empire can muster to yield results. A few like B'lev I, D'kornam III, D'latta IV, and Chak are useless for anything but military and/or support functions.

But some worlds, such as Broz, Ch'lestam VIII, Fan'cam X, M'lavolem, Yel'camac, and Bu'uli Tev III, have proved to have resources that the Romulans have used their experience to exploit in unique ways. These are the success stories of the Triangle for the Star Empire, and form the backbone of their efforts here.

Here, as with all their worlds, the Romulans will wring out every last bit of the valuable resources, conserving as only those who have done without for all their history can. The Road to the Stars must be built, and the Star Empire intends for the Triangle to provide its fair share of the materials and effort for that great project.

### MILITARY POLICY

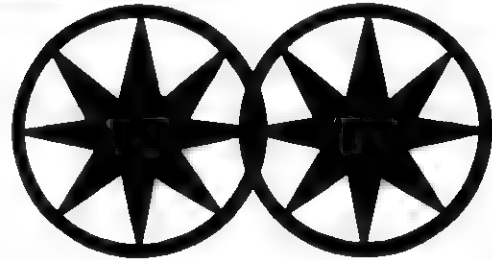
The Romulan Star Empire is short of ships and the personnel to operate them in the Triangle area, but their enemies must not suspect this. For this reason, the Romulan military presence has been bold and visible wherever it appears.

Romulan convoys are well armed and protected here. To stimulate trade, some allowances had to be made with alien traffic in Romulan space, but the military vessels are always there, always watching.

The strong appearance is maintained by keeping ships and crews moving around as much as possible. Patrol areas change frequently, as do ship identifications. This keeps the UFP and Klingons guessing as to the actual strength of the Romulan fleets in the area. One month, the upper Triangle may appear heavily defended. The next, most of the defense effort is in the lower Triangle. The newest, fastest ships are assigned here, because the Star Empire considers the Triangle to be a regrettably necessary weak spot in its defenses.

Intelligence operations in the Triangle have been stepped up in recent years. Romulan military men are aware that good intelligence makes up in large part for a smaller force. The Star Empire may at this time be caught with less than adequate forces, but they will not be caught unawares.

## AFFILIATION OF OUTER FREE WORLDS



Lt. David Lawrence Baker of Star Fleet was serving aboard the UFP warship *Cavalier* during the Romulan War when he discovered the star system that bears his name. While making a routine sensor sweep to detect enemy star vessels, his sensors picked up the system. Baker and twelve others were beamed down immediately to the only Class M system in the region to examine it for suitability as an advance base. Meanwhile, the *Cavalier* was attacked and destroyed by a Romulan ambush, leaving Baker's party marooned on the planet for seven months before rescue by another Star Fleet vessel. His leadership in assuring the landing party's survival earned Baker a Star Fleet commendation, and a popular account of the incident written by another survivor made Baker a hero in the Federation.

The war ended soon after the rescue, and Baker's World was left on the frontier. As the planet offered no special attraction for the UFP, the Federation saw no reason to supply a colony so far from other interstellar holdings. Even so, Baker and several other survivors kept charts and notes on the world. Urged on by his father's stories, Baker's son, Leland R. Baker, led a group of colonists (some of them also children of the survivors of the original party) and founded



the Baker's World colony on 1/5309.02. On the day of the landing, Colony Leader Baker married the daughter of an original survivor, cementing the Baker image as the 'First Family' of the colony. Their son, Everett Jay Baker, was the first child born to the colony.

E.J. Baker took over colony leadership after his father's death at age 65, having served as his father's executive assistant for several years. His personal friendship with Francis MacClain of New New Aberdeen (whom Baker met in childhood, while travelling with his father) led to the formation of the AOFW, considered E.J. Baker's greatest diplomatic achievement. E.J. Baker died in a tragic accident at the age of 47, but the Baker's World government rested in the hands of others for only six years until E.J. Baker's son Willis J. F. Baker was elected as head of the Parliamentary Council at age 30 by the largest plurality in Baker's World history.

The Affiliation of Outer Free Worlds was proposed by Everett Jay Baker (leader of the Baker's World colony) and F. MacClain (First Speaker of the Council of Clans, New New Aberdeen) in a joint announcement on Stardate 1/9412.25. Six representatives of independent colony worlds in the immediate vicinity (in galactic terms) agreed to board New New Aberdeen's fastest courier ships and assemble for talks on Baker's World.

The charismatic Baker, son of the founder of the Baker's World colony, persuaded the attendees to sign a mutual protection agreement in the face of the ongoing war between the Federation and the Klingon Empire. The agreement provided for the neutrality of the AOFW worlds, with the provision that any attack on one would bring immediate retaliation by all against the aggressor. The agreement was tested soon after when the industrial world Maze was overrun by Klingon advance forces, and the population set to work constructing arms for the Empire.

The AOFW immediately entered the war on the Federation side. New New Aberdeen's shipyards were already tooled up and producing war vessels, and the result was to give Federation forces advance bases on several AOFW worlds, including a valuable ship repair facility at New New Aberdeen itself. Maze was soon liberated by AOFW forces backed by the Federation, and the strong foothold thus gained on the Klingon flank was instrumental in turning the tide against the Empire.

To the UFP's surprise, their forces were not allowed to remain in AOFW territory after the end of the war. Trade agreements remained, but the AOFW was too far out on the frontier for assimilation into the UFP, and it is doubtful the fiercely independent worlds of the AOFW would have agreed to it in any case.

The AOFW continued to grow after the war under the leadership of Everett Baker and, later, his son Willis J. F. Baker (current head of the AOFW Council), until it reached its present group of twelve member systems. (A thirteenth, Morning Garden, is considering the AOFW's offer of affiliation.)

Willis Baker remains executive head of the planetary government, and it seems inevitable that the very popular Baker 'dynasty' will continue under Baker's daughter, Kellie, now 16. An only child, Kellie Baker has acted as her father's official hostess since the death of her mother, and is obviously being groomed and trained for government service.

The Baker's World economy thrives, largely due to open trade and the reputation of Baker's World as a 'safe port'. The world has no hard-core criminal element, due to the government's policy of revoking the citizenship of those with multiple convictions and requiring them to leave the planet. According to the colony charter, "Baker's World citizenship is a privilege, not a right guaranteed by law." The charter still allows the Council to revoke citizenship "for cause".

The Colil Incident was the first crisis-in-office faced by Willis J.F. Baker as head of both the Baker's World Parliamentary Council and the AOFW Grand Council. A mining expedition mounted by Baker's World financial interests discovered ruins of an ancient city below the ice on Colil V. Initial examination led to the conclusion that the site had been established uncounted millenia ago by The Preservers, the mysterious race many believe responsible for the spread of Humanoid life throughout the galaxy.

The soundness of the Baker's World economy and the economic and military strength of New New Aberdeen's shipyards and related industries are two important factors in maintaining the stability of the AOFW. Even so, most of the credit for the continued success of the alliance must be attributed to the charismatic leadership of the Baker family. The informal designation 'Baker's Dozen' is actually more widely used than the official designation of the interstellar organization. Time and again, it has been Baker's inspired leadership that has kept the widely differing philosophies and populations of the AOFW member colonies from tearing the organization apart.

The original colony on Archibald II was one of the first in the Triangle area, but it failed because its initial population and economic base was not enough to maintain the colony in a frontier area. Later, a consortium of Human and Tellarite corporate interests made a second, successful attempt to found a viable colony.

The Archibald II economy is based on light manufacturing, relying on cheap power produced by solar accumulators constructed in the planet's extensive desert areas. Most of the living and working areas on the planet are constructed underground, where the planet's breathable but hot, thick air can be processed and conditioned for comfort.

Archibald II natives are fiercely proud of their achievements, and consider themselves a hardier breed of pioneer, pointing to the fact that their colony thrives where one once died out. There is no statistical basis for their belief that they are any stronger or tougher than other Humans and Tellarites, but it is a major part of their psychology. All natives (but particularly the Tellarites) resent the jeering use of the term "Baldies" for Archibald natives.

At first, it was hoped that discovery of the valuable site could be kept secret, but the news inevitably leaked out. Council President Baker was suddenly faced by demands from most of the major powers in the Triangle area, including UFP, Klingon, Romulan, and Orion interests, to examine the site. Baker instead denied the Baker's World claim on the world and placed it under the protection and administration of the AOFW Science Council.

Spurred on by the hope that the site (which was in ruins, but still the largest Preserver installation found thus far) would yield clues to Preserver technology, the UFP Council decided to ignore Baker's extension of protectorate status. A 'scientific expedition', led by a *Constitution*-class starship, was sent to secure Colil V as a UFP base.

Baker warned off the cruiser when it entered the Triangle, but the Star Fleet vessel continued toward Baker's World. Baker and the AOFW then took the unprecedented step of declaring war on the UFP, claiming that UFP interference in the Colil matter constituted an attack on the AOFW. The Star Fleet cruiser approached Colil orbit only to find the world ringed with every ship Baker could summon on short notice. Most of the ships were unarmed freighters and private craft, but the 'armada' declared their status as 'naval vessels of the AOFW' with the warning that an attempt to run the blockade would be met by force.

While the 'armada' was no match for the huge UFP starship, the Star Fleet commander realized that running the blockade would mean destroying many AOFW ships. He wisely halted his approach and 'passed the buck' to his superiors in Star Fleet Command; they decided that under no circumstances could the UFP order the deaths of innocent AOFW citizens (including many non-combatant family members and children also aboard the ships). Negotiations began, and the huge starship returned to normal duty. Thus, the AOFW became the only group ever to declare war on the UFP and win.

Baker demanded and received a high price for AOFW cooperation in the Colil matter. Star Fleet ships returned to Colil; this time they were manned by Star Fleet personnel who were under the direct command of AOFW military officers (another Star Fleet first). These vessels continue to be attached by Star Fleet to the AOFW space navy to protect the Colil system.

The AOFW Science Council allows the presence on Colil V of scientific delegations from any applicant culture that can show possibility of Preserver influence or origin. Expeditions from the UFP; Klingon Empire, Romulan Star Empire, and Orion Colonies are currently resident, as well as separate delegations from the Vulcan Science Council and the AOFW itself. These expeditions must consist of no more than 30 members, and are required to be unarmed. Two hundred-fifty armed AOFW troopers guard the installation on the ground.

The Klingon presence, though at first approved by the AOFW, has been challenged by both the UFP and the Romulans, based on charges that the Klingon 'scientists' are little more than espionage agents. Hearings are pending. Meanwhile, all vessels except AOFW supply and transport ships, are prohibited closer than one parsec to the Colil system.

The Children of the Covenant, who inhabit and control Devotion, are a splinter religious sect once resident on Terra. They deny the use of advanced technology and believe that Humans are the "First Created", thus bearing a paternal responsibility to lead other races to wisdom. They are not intolerant of non-Humans, but their somewhat condescending attitude makes their presence in great numbers somewhat disagreeable to many non-Human populations. For this reason, they have reestablished the seat of their religious movement in the Triangle where non-Humans are plentiful, but no one government is overwhelmingly powerful.

According to the Children of the Covenant, advanced machinery is not 'evil' of itself, but it makes the mind and hands 'lazy'. (They do not prohibit advanced medicine, however.) There is no denying that their way of life has produced some of the finest sculptors and woodcarvers in the galaxy. The Children's craftsmen seem to be almost preternaturally patient, and capable of feats of microprecise manipulation impossible for most humans. Studies of this ability are very sketchy, as advanced measuring devices cannot be used or even brought to Devotion. Nonetheless, their arts and crafts bring high prices, which the Children (who live communally) use to supply their small but thriving colony and to send "Guiders" (missionaries) to Human and alien civilizations across the galaxy. One Guider is sent each year to both the Klingon and Romulan Empires. No Guider sent to the Klingons has ever returned or reported back. All Guiders sent to the Romulans have been gently but firmly returned to Devotion within two months. Nevertheless, the Children still select and send these Guiders every solar year without fail.

If there is a paradise in the galaxy, it is Fountainworld. To the chagrin of the UFP, this paradise planet was missed by private survey ships during the Romulan War, due to its retrograde rotation about its sun.

The planet was found by settlers actually headed for Cristal II, a much-less hospitable world. The Cristal colony was being established by a UFP-chartered corporation, and the colonists were mostly people who had fallen on hard times. Cristal II was not a "bounty planet", but it was the only place to which the settlers could afford travel. When Fountainworld appeared on the scanners, the ship was diverted with the cooperation of a sympathetic captain and crew, and then claimed jointly by the settlers and crew.

Later protests by the Cristal Corporation were overturned in UFP courts, with dominion over the whole system eventually awarded to the Fountainworld colonists under the 'proved colony' rule then in force in the UFP. According to UFP law, the existence of a 'proved colony', on Cristal I, a world unclaimed by the Cristal Corporation, rendered their claim to the system null and void.

Fountainworlders had it hard during the protests, but were aided by Orion interests who hoped to obtain an economic foothold. To the surprise of all, the Fountainworlders outmaneuvered the Orions by setting up fierce competition between the Orion trade families, thus preventing economic control of their world from falling into Orion hands.

The world's name comes from the presence of millions of spa-like mineral springs on the primary continent. Fountainworld water is said to have medicinal qualities of great magnitude, though analysis seems to reveal nothing more than unusually pure H<sub>2</sub>O. Nevertheless, tourists flock to Fountainworld for the gentle climate, the plush, Orion-built hotels and recreational facilities, and, of course, the water.

During the Four Years War, hundreds of malcontents, criminals, and political dissidents from a number of frontier worlds were shipped to Hoot, which was intended to serve as a penal colony. The world was rich, but the herds of huge, savage Hoot Mountainbeasts and the general untamed nature of the planet made life there too unappetizing for any but convicts. But, like many such colonies throughout history, the outcasts worked the land, tamed the animals, and carved out a society all their own. Eventually, Hoot proved too much for its parent planets to handle, and, with the financial support of the AOFW, they declared independence.

Hoot's only 'central government' is an annual month-long gathering of regional political leaders called the Circle of Mayors. In the regions, the Mayors act as executive administrators, but the real power is wielded by the big ranchers and anyone who can afford to hire the best guns. Hoot culture resembles the legendary American Old West, where the fastest gun and the biggest purse was law.

The Hoot Mountainbeast is a huge mammal, and was once fierce indeed. Those too aggressive to be tamed have been hunted almost into extinction. The 'domesticated' variety is still quite dangerous, however. Even so, Hoot 'beastdrovers' herd them across the plains with style. Beastdrovers work from fast, one- or two-man aircars, and drive the herd with ultrasonic pulses from devices called 'sound lashes'. The toughest Hooters also fight with these short-range, pain-producing devices, which can stun or even kill at close range with repeated attacks.

This popular tradeworld is wholly-owned by the Andorian-chartered Jav Freetrade Corporation, which is traded on the UFP Stock Exchange. The Javili management have been friendly rivals with Baker's World for many years. (Jokes at the time of the founding of the AOFW stated that Jav joined to keep Baker's World from stealing all the customers...) Despite the competition for trade traffic between the two worlds, they vote on the same side as often as against each other in the AOFW council. The corporation is known for playing the game of business fast and hard, but by the rules.

In recent years, the Orion presence, especially in the Turnstile worlds, has cut into Javili profits somewhat. Jav lacks the inspired, charismatic leadership that has kept Baker's World competitive. In fact, corporation president Kriell V'lagas is quite a conservative man. This failure to change with the markets does more to hold back Javili economic expansion than the Orions and Baker's World combined. Membership in the AOFW, however, has helped the corporation by providing a good base of steady customers and allowing the leadership to observe and copy proven techniques used on other AOFW worlds.

Once Martin's Star was considered so useless that it carried only a catalog number because no one had bothered to name it. This changed when an apprentice sensor operator's mate named Martin Lee swore he had noted some unusual readings during an orbital geological sensor sweep of the third planet in the system. Lee's findings could not be confirmed, but he later led a group of fortune-seekers back

to the inhospitable ice world and found the biggest strike of cobali thermgems ever discovered. Unfortunately, Lee succumbed to the cold when his environment suit was damaged in a fall, and he never enjoyed any of the riches he discovered.

The heirs of the original expedition members sold off the claims piecemeal, unwilling to brave the cold to exploit the gem strike themselves. Today, the Miners' Association controls the disbursement of claims, and prevents too many thermgems from reaching the open market.

Cobali thermgems (named after the planet Cobal VI, where they were first discovered) make a pleasant subsonic vibration when warmed by close proximity to the body (as on a necklace or ring). The buzzing is inaudible (except to those with especially acute hearing, like Vulcans), but produces a calming effect in those who wear them. They do not form except in very cold environments. Modern science has never been able to duplicate their properties artificially, so thermgems remain extremely valuable.

Stones must be worn individually to produce pleasing effects, as the vibration of multiple stones causes interference. This matters little, as few are rich enough to own more than one. When cut and polished to produce just the right tone, an average thermgem is worth 60 to 80 thousand credits. A larger stone that produces a more pronounced effect is worth 100,000 credits or more. A very few polished stones larger than three centimeters across are known. The largest confirmed by the Miners' Association to exist is 15 centimeters across, and is rumored to produce a deep, hypnotic state when held and warmed by the body. This stone is now the property of the Vulcan Science Council, and is not on public display.

The Miners' Association turned down all offers of membership in the AOFW until a suspected Klingon raid hijacked a rumored 70 million credit shipment of raw stones, including a ten-centimeter specimen. Fearing more such breaches of security, the mining world affiliated with the AOFW to obtain protection from AOFW police and space forces.



Maze was originally settled by several Human worlds, each colony maintaining a separate governmental structure. These colonies, centered around geothermal power taps, were mining and manufacturing sites that remained rather dependent on their worlds of origin until the planet was conquered by a Klingon advance force during the Four Years War. The Klingons enslaved the Maze population and set their factories to work producing arms.

This proved to be a major error for the Klingons. The AOFW immediately entered the war on the UFP side, granting the Federation valuable ship construction and refueling/re-supply facilities within the Triangle. This was instrumental in the early defeat of the Klingon/Axanar alliance. Meanwhile, the enslaved peoples of Maze united to form a resistance movement, harassing the Klingon occupation force and paralyzing weapons production. Within two years, Maze was liberated by combined AOFW and Federation forces.

The Klingon occupation actually had one beneficial effect. Not only did the inhabitants become more self-sufficient, they also developed a sense of planetary identity. Soon after the war, the various small governments joined to become the United Peoples of Maze. Mazerunners are proud of their family ties, especially those whose families were prominent in the Resistance. Also, the dedication above all else to hard work, which gained momentum during the post-war reconstruction, has become almost an obsession with many Mazerunners. It has led some inhabitants to turn to illegal, steroid-like drugs known as 'builders', which increase physical strength and endurance at the expense of a loss of intellect. The drugs are highly addictive, and importing them can bring down the only death penalty left on the books.

Though the necessary elements are not present in Maze's own soil, 'builders' are, unfortunately, easily synthesized on many agricultural worlds. The raw drug brings 10,000 credits per pound when imported and 100 times that when processed, cut, and prepared into capsules on Maze.

The raw drug is fatal even in small doses. A single processed capsule (selling for 1,000 credits on the street) will increase strength and endurance to 1.5 times normal for a period of 10-30 days. Sleep is unnecessary during the effective period. A foolish (or desperate) worker can thus work multiple shifts with greater production. Many companies are known to look the other way, and even pay large bonuses for increased production, thus allowing workers to support their addiction.

But 'builders' have side effects. After the effective period, there is a temporary loss of intellectual ability. The 'stupid', as the effect is called, last twice as long as strength/endurance was increased. The side effect can be postponed if the addict continues to take 'builders', but this only increases the risk that the intellectual impairment will be more pronounced, even permanent.

This relatively new colony world was settled by a peace-loving sect composed of Terran/Oriental families who have embraced Vulcan ideas and philosophies, and Vulcans who have chosen to teach their ways to this select group of Humans. Morning Garden has a strict nonviolence taboo, and maintains no military or true police force. The closest equivalent, the Guardians of Tranquillity, are mostly volunteers who fill the role of judges, peace officers, and emergency personnel of every sort. Those choosing to serve as Guardians, if found worthy, are empowered to make decisions in the field with the power of law. They settle disputes among merchants, act as family counselors, and dispense food and clothing to the needy.

Morning Garden is considering an offer of AOFW membership, but the ruling body of 'advisors' is taking its time weighing the advantages and disadvantages. The greatest worry is that Morning Garden may be drawn into a war by the AOFW, violating its nonviolent moral imperative.

New New Aberdeen's Terran/Scottish traditions and shipbuilding expertise both come from the same source, the rich and influential New Aberdeen Human colony world in the UFP. Now independent, New New Aberdeen retains respect and loyalty to its heritage. Their shipbuilders also retain the same renowned skill and pride in their work. As such, this planet has the busiest orbital construction and repair facilities in the Triangle.

Started early and funded well by their parent world, New New Aberdeen is economically well-established, providing much of the financial muscle behind the AOFW. Like its parent in the UFP, New New Aberdeen is the home of some of the finest engineers in the Triangle, and their services are much in demand.



Through contacts in the UFP, licenses have been obtained to produce many of the Federation's most popular ship designs. During the Four Years War, a complete UFP Star Fleet heavy cruiser was constructed here in the only yard outside the UFP to ever get such a contract. When the ship, the *USS Aberdeen* was decommissioned, it was purchased at scrap prices and restored by the New New Aberdeen shipyards. Refitted with modern arms and equipment, she (never refer to any ship as "it" around Aberdeeners) is now one of the largest ships in the AOFW fleet.

By private agreement, New New Aberdeen builds no armed vessels for powers hostile to the UFP. No ships at all are built for the Klingons, due to a dispute over a contract default by the Empire. Klingon vessels are barred from New New Aberdeen repair facilities except in extreme emergency, and those workers who lost out on a good deal of money because of the default still bear a grudge against the Klingons.

The long-limbed, marsupial-like Niicali are the only native race represented in the AOFW. The Niicali are a low-technology people whose entire lifestyle — livelihood, environment, and religion — is based on the unique carpet of blue-green moss covering their entire world to an average depth of five kilometers above sea level.

The moss (called *Maalii*, or 'life-giver', by the Niicali) is one of the most unusual plants ever discovered, and is still under study by scientists from all over the known galaxy. It is one single plant, highly specialized in areas according to function. Some form cave-like nests, which the Niicali (and the planet's native animal forms) use for homes. Some form an elaborate root and support structure. Some reach high into the atmosphere and absorb bright Niicali sunlight for photosynthesis. Some even dip into the modest Niicali seas and process salt water into moisture that is transmitted



throughout the plant. (The plant's moisture-processing and distribution system is so efficient that the planet Niic has little weather as it is known elsewhere. Temperature and moisture levels are maintained throughout at a constant level.)

These specialized moss structures are tended by the Niicali in a symbiotic relationship. Bulk moss can be flavored and processed in many ways for food. Certain specialized parts can be processed to extract important chemicals and drugs. For this reason, Niicali moss is an important export item. But, despite all efforts by botanists, the moss cannot be encouraged to grow elsewhere. It survives only on Niic IV.

Only one mountain peak, called Spire by the first Human survey team to visit here, extends above the moss. Spireport (the spaceport) is now located there, but the facility began as a fortress from which Klingon overlords dominated the Niicali for over 20 years. Finally, in a skirmish just prior to the Four Years War, the Klingons were overthrown by a mercenary force from Baker's World and New New Aberdeen. Baker's World statesman E.J. Baker successfully negotiated a trade agreement with the Niicali after his twelve-year-old son Willis befriended one of the children of Niicali High Servant Siilitaanaas and saved the youth's life. Two years later, Niic joined in founding the AOFW. Baker's World holds most of the long-term note on the Spireport property, assuring it preferred trade status there.

AOFW restrictions protect the Niicali's right of privacy, and the secret methods of purification used to prepare the various special products produced by the moss. Willis J.F. Baker, now leader of the AOFW, continues a close association with the long-lived Siilitaanaas and her daughter Liiniisiialaa, who will one day succeed her as hereditary leader of the Niicali. (Niicali females tend to be decision-makers by ancient custom, while males are mostly laborers, builders, and harvesters. Baker's own 16-year-old daughter, Kellie, spent over a year as a cultural observer on Niic, and speaks the Niicali language (with the aid of a throat mike that helps Humans reproduce some of the ultrasonic tones of Niicali speech).

Paxton III (settled by Tellarite mining interests) and Paxton IV (settled mostly by Humans) have been at war since early in the history of the system. The war began over a mining station established by Paxton IV on the airless world Paxton V. The Red Paxtonians intended to experiment with the station as a supplement to their own world's meager metal deposits, but the Grey Paxtonians claimed that they had already claimed mineral rights on all uninhabitable worlds of the Paxton system. A commando-style Grey raid ended the heated negotiations and captured the station for Paxton III. They held it for six days before a Red Paxtonian ship bombed the facility from orbit, destroying it.

When the Paxtonian conflict threatened to attract every shady arms dealer and mercenary band in the Triangle, the AOFW stepped in and offered to act as mediator. Both groups joined the AOFW (largely out of fear the other would do so and turn AOFW military forces loose against them). The war continues, but is restricted to combat within the Paxton system itself. Arms are bought by both sides (sometimes from the same suppliers) from non-AOFW sources, but the battle is restricted to in-system space combat and ground actions against military targets. (There are repeated violations by both sides, however.)

AOFW negotiators manage an occasional cease-fire, but these respites are usually short. Recent Romulan and Klingon interest in the conflict causes concern among AOFW diplomats that the two planets may ally with one of these powers and spread the conflict throughout the Triangle. For this reason, the AOFW allows the two Paxtons to maintain their membership, despite repeated violations of AOFW restrictions.

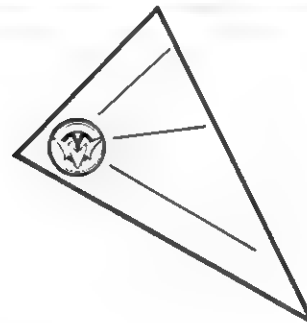
Vessels entering the Paxton system are warned that both sides consider trade with the other to be an act of war. Thus, running trade goods to either planet, while not prohibited, can be very dangerous if intercepted by the wrong fleet while in system. In addition, Paxtonian terrorists of both sides have been known to commit acts of violence against those perceived to be even marginally "in league with the enemy". Meanwhile, in the AOFW Council, both Paxton representatives normally abstain from any vote concerning them. This is the result of an unwritten agreement made between the Paxton representatives and Council leader Willis Baker after too many AOFW actions were paralyzed when the Paxton vote divided the group.

### MILITARY FORCES

The AOFW provides a mutual defense force, which may be called in by the leaderships of the individual worlds for protection against external aggression. With the approval of the AOFW Council, these forces may also be loaned to member systems for disaster aid or rescue efforts. AOFW forces are prohibited from interfering in the internal struggles of member worlds.

Most AOFW ground and space commanders are Federation-trained, such training paid for by the AOFW. For this reason, and because of favorable trade agreements, most AOFW military star vessels are of UFP design. Some are purchased as surplus from the UFP, while others are designs licensed by the AOFW and constructed on New New Aberdeen. The AOFW Space Force also buys and licenses some designs from Orion corporations. Hand weapons are mostly Federation design as well.

## ORION FRONTIER MERCANTILE ASSOCIATION



**Stardate Established:** 1/9412.18

**Capital:** Freeloader Central Port, Freeloader

**Term for Citizens:** No generic term

The OFMA came into being as a ploy to keep these lucrative trade centers open during the Four Years War between the UFP and Klingon Empire. Before the war, the group of worlds known as 'The Turnstile' had continued only a token relationship, competing with each other but also aiding each other in the competition with non-Orion trading companies. The advent of the war forced the Orion colonial worlds to ally with one side or the other, and they chose to side with the UFP (for strictly pragmatic reasons). Unwilling to lose the Klingon trade, however, the Turnstile planets created the OFMA and established their independence from Orion ties, declaring themselves neutral. They then proceeded to clean up by selling to both sides.

The trick backfired, as the UFP saw through the deception and demanded that Orion corporations stop supporting their Turnstile counterparts for the duration of the conflict. Cut off from both the UFP trade and their own parent worlds, the Turnstile planets suffered grave economic setbacks.

Before the war, the Orion tradeworlds had only one serious rival for trade, Baker's World. After, the Turnstile planets began rebuilding their economy, but their weakened state made it possible for other trade centers to become established. Today, they have regained much of their old dominance, though a great deal of the trade has shifted deeper into the Triangle.

The OFMA 'government' is an extremely weak alliance, dependent on the fact that the Orion family corporations involved need each other too much to fight openly. There is still a lot of competitive backstabbing here, however, which leads to intrigues of all kinds.

Doo III is a rugged world now being terraformed for use as a new trade and industrial center by the Lifaq family corporation (which also operates Workday). The investment to prepare a major spaceport and industrial area on this jungle-covered planet is thought to be justified by the increasing amount of trade flowing into the Triangle from the Klingon Empire and the UFP.

For now, Doo III has only a rough spaceport (little more than a town constructed for the workers near a flat landing field). The workers, however, are a fertile market for luxury goods carried by small independent traders, as the hazard pay on the Doo III terraforming job is high, and the construction crews (recruited from any number of races and planets) have few diversions.

Doo III's heavy industrial center is due to be ready in two years, with a light industrial and major trade facilities completed within two years after that. The work proceeds, just slightly ahead of schedule, thanks to generous bonuses paid by the Lifaq group.

Owned and operated by one individual, the reclusive Orion trade king Tali Lithan, Freeloader is one of the busiest tradeworlds in the Triangle. Lithan himself, the last of his line, has not been seen in person in years. His word is represented by his executive secretary, the Vulcan T'Planna.

Over the years, Freeloader has garnered a reputation for rowdy living, back-room dealing, black marketeering, and privateer operations, which is nearly unmatched in the known galaxy. Freeloaders are proud to say they worked very hard to earn that reputation.

"If you want it, you can get it on Freeloader" is a common boast, and there's a great deal of truth to it. Freeloader has always prided itself on its lack of import/export restrictions and the incredible variety of cargoes, both small and large, available to anyone who has the money. Visitors to Freeloader's shops and bars are a mad mixture of racial types. Over half the planetary population is transient, as near as can be estimated. (Freeloader doesn't bother with a census.)

Until recently, Freeloader has been the perfect place for a small independent trader to operate, but the larger Vulcan and Orion family trade cartels are exploring the possibilities of consolidating small trade runs and serving the smaller planets with their mighty cargo vessels. The smaller operators are beginning to feel the pinch, and resentment against these cartels (especially the Vulcans, who are seen by many Human traders as "smug") is beginning to build among Human traders.

Laldan, an agriworld, is owned and operated by a cartel composed of 13 smaller Orion family corporations. Three, the Deleta, Galmi, and Vomor families, retain the bulk of the economic power. These three groups control the Laldan Farmer's Association, and, through it, the Corporate Negotiation Board and the planet's representatives to the OFMA.

Laldan supplies food and textiles for export to its neighbor worlds of the Turnstile, and to other locations throughout the area. The soil is especially fertile, and the Farmer's Market of Laldan is popular with traders specializing in agricultural cargoes.

Lately, much interest has been aroused by the pending sale of large amounts of grain (mostly quintotriticale, a hardy wheat/rye hybrid) to the Klingon Empire. The Deleta family supports the sale, while the Galmi family opposes it. The key voting block, the Vomor family, remains uncommitted, hoping to obtain important considerations from both sides to influence their decision. The grain, which will be used as seed to help develop planets in the Organian Treaty Zone, will allow the Klingons to gain a better foothold there than in previous years. Thus, the Laldan government is under a great deal of unofficial UFP pressure to cancel or at least stall the sale.

This well-established mining and industrial world attracts a good share of trade in heavy metals and industrial products. The excellent geothermal core taps provide abundant, cheap power. Lifaq is pleased with the Workday operations, and is opening another tradeworld on Doo III nearby, hoping to attract some of the overflow traffic in luxury goods and 'soft' items from Freeloader.

Though not as bustling (or as infamous) as Freeloader, Workday's Lifaqport facility is well-equipped for most types of star vessel. Lifaq Corporation ship repair and refit facilities are excellent (though not as good as those at New New Aberdeen) and attract a lot of Klingon customers. The Vastok family has substantial holdings here as well.

### MILITARY FORCES

It is no secret that Orion military forces back the 'independent' government of the OFMA. Thus, Orion-built ships make up the majority of the OFMA fleet. The OFMA has bought or traded for a number of Klingon vessels in more recent years, however, and there are a few UFP and Romulan design ships also in her fleet. The permanent space navy is small, but the corporate fleets of the OFMA member corporations can also be made available, if necessary.

Ground forces are not particularly numerous, and mostly serve as police. These are hired and controlled by the various corporate families involved with the OFMA. They are armed with Klingon-design disruptors and a few Federation-design phaser weapons.

OFMA forces protect the member planets from large-scale piracy and invasion, but the political situation is such that inter-corporate struggles and minor piracy cannot be effectively curbed. Bribery and corruption among OFMA officers is not unknown. (In fact, it is the rule rather than the exception.)

## IMPERIAL KLINGON STATES



**Stardate Established:** 1/9709.1

**Capital:** Borakka, K'Linsann

**Term for Citizens:** No generic term

The Imperial Klingon States were established in the latter half of the Four Years War as a result of Admiral Kamato's attempted coup on the Imperial Throne. Kamato believed the confusion of war would work to his advantage, and

counted also on the Emperor having a smaller bodyguard than usual, with so many troops mobilized to the borders. What Kamato did not know was that the Emperor fully expected just such a move, and the coup was easily put down.

Kamato may have miscalculated his chances of winning, but he was no fool. Beating a hasty retreat with his remaining forces, he headed for the area known as the Triangle. Even at that time, the Triangle was reputed to be a place where one could easily disappear. The renegades stumbled about, looking for a place far enough from the Empire to discourage active pursuit, but close enough to keep in touch. Kamato felt the time for another attempt on the throne would come for him again.

His scouts examined many areas for possible settlement, including the one known as Baker's Dozen. But Kamato insisted they find a relatively uninhabited area, as they were in no shape to fight any size military force. Though they still possessed nearly 100 ships, most were so badly damaged as to be incapable of returning fire if attacked. Kamato was determined to keep what was left of his force intact to establish a new colony.

They found what they were after on a planet known as Patterson's Place. Here, a small colony of approximately 250 Terrans had settled three years previously. Sensors showed the planet to be relatively rich in minerals, and the colonists had obviously begun to mine the planet. As the Klingons desperately needed the mining equipment, Kamato sent down a landing party in hopes of learning more. He intended to take over the planet, keeping its people alive to operate the mines. If this should turn out to be an official UFP colony, however, Kamato could expect the Federation to come to its rescue, something that would definitely not suit his plans.

The landing party got the information it needed, learning the colony was independent. The population did not even have communications with anyone off-planet. Patterson's Place had been established as a commune by a group ranging in age from their late teens through their mid-twenties. These young people sought total freedom from the restrictions they felt society had tried to force upon them. Having suffered one setback after another, Kamato believed the tide was now turning in his favor. The colony seemed his for the mere taking. No one, particularly the UFP, would miss it, because no one knew it existed.

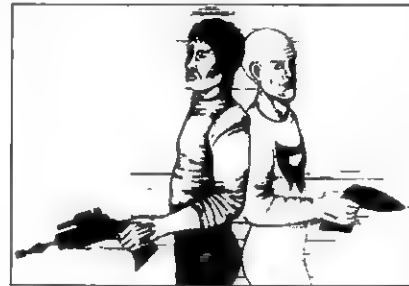
Kamato received another setback, however, when the colonists chose mass-suicide to working as slaves in the mines. That meant Kamato would have to deploy some of his already-depleted military force to work the mines and produce food. Two-thirds of his group were assigned to the mines and the farms. The other third was set to work repairing what ships they could. It was necessary to cannibalize many of the vessels in order to render even a few of them fully operational. These few ships were then crewed and given the mission of raiding whatever settlements they could for vitally-needed medicines and equipment. These raids were to be conducted as far away from K'Linsann (renamed from Patterson's Place) as possible. The Klingons were hoping to establish themselves before anyone knew their location.

Less than six months after taking over K'Linsann, Kamato felt the need for expansion. His staff attempted to dissuade him from over-extending their meager fleet and resources, but that only resulted in the execution of the Chief of Staff. Kamato wanted no dissent in his headquarters. Soon after, a nearby uninhabited world became the second planet to be controlled by Kamato. He named it Kinarra, after a friend from his training days, and it was there Kamato met his death.

Kamato had called together his staff on Kinarra in order to found and establish the Imperial Klingon States, an empire to replace the one he felt had been denied him on his home-world. Under his rule, Kamato envisioned the IKS as a rival

to the home empire. He further intended to unite with other Klingon splinter groups to build a force many times the size of his original one to achieve a second, successful coup on the Imperial throne.

A heated debate broke out when Admiral Kepel, Kamato's new Chief of Staff, disagreed during a discussion of the raiding crews due to be sent out. The debate ended abruptly when Kepel and his followers stormed out of the meeting. Shortly after, a large explosion ripped through the building, which was set aflame. When the fire was brought under control, the bodies of Kamato and seven others were found. Although few dared to blame Kepel outright for the carnage, to this day, many feel he was responsible. The Admiral defended himself, pointing out that he had left the building only moments before the explosion. The issue was finally settled when Kepel had his accusers shot. Three days later, on Stardate 1/9709.09, he assumed control. The next day, the Imperial Klingon States were formally established, and it is a testimony to Kepel's abilities that he is still in control of the IKS, 24 years later.



As the new leader, Kepel wanted the raiding parties to remain closer to home in order to speed up the time spent getting needed materials. He also felt that trade could be opened, although restricted. Reasoning that the UFP would discover them shortly anyway, Kepel wanted to rebuild his vessels quickly in order to handle any future attacks. He ordered his ships to attack and raid whenever and wherever they could. The reality of the situation, however, was that there wasn't much to raid close by.

The IKS has acquired three more planets: North Pasadena, which had been a UFP research station; Mattarra III, where the IKS is currently building large ship construction and repair facilities; and Penchan II, which yielded much-needed dilithium crystals. These five planets currently form the IKS, although Kepel has his eye on other nearby neighbors.

Kepel has managed to fool everyone concerning the real strength of the IKS. He has often sent out on raiding missions a single, fully-operational vessel accompanied by ships manned with only skeleton crews. So far, there has been no real interference from the UFP or other powers, but someone is bound to call his bluff eventually. Kepel is trying to keep from provoking the UFP by staying out of its way while continuing to build and consolidate his forces. Until some enemy meets his ships head-on and challenges their seeming strength, Kepel is content to see the IKS continue its slow growth for now. It is not the UFP he wants to fight. Kepel is after the same thing as Kamato - the Imperial Klingon Throne.

Every planet in the IKS has a military governor, much as a foreign planet taken over by the Empire would have. Kepel feels it is easier for him to maintain control over a military administration than a civilian one. Each planet's military administration is responsible for all activities in the system, including trade with outsiders.

K'Linsann continues to develop as the center of the IKS government. All its activities are controlled or monitored from here.

Any Klingon newcomers to the IKS are processed on K'Linsann before being assigned to a settlement and a job. Naturally enough, all incoming military personnel are assigned to a ship as soon as possible. The problem is that there are more crew than usable vessels. A large base is here to train these personnel in repair techniques and in some manufacturing processes, and much time is spent attempting to find ways to 'jury-rig' broken devices or to replace broken systems with other devices. This base, five kilometers outside the capital, is rapidly developing into a full-fledged engineering school. Some small repair facilities also exist in orbit around the planet.

K'Linsann also acts as the focal point for trade with the IKS. Anyone wishing to trade with the Imperial Klingon States must first come to the trade center at Zerann. Here, he must fill out the usual mountain of forms. After the Klingons have approved a trader, he is allowed to operate through the trade center. If a trader has been coming to the IKS for a while, the Klingons may allow him to trade also at one of the other planets. Still, 80% of all trade with the IKS is handled here.

Even with all the military forces on K'Linsann, 75% of the population is now civilian. They are kept busy producing food and handling the growing manufacturing centers. The 10% non-Klingon population are workers brought from slave planets to handle the hazardous jobs, particularly mining operations.

Kinarra was uninhabited and never previously settled until the Klingons came along, probably because it is an uninviting desert world. Being mineral-rich and off the beaten path, Kinarra was perfect as a second world for the Klingons, however. Three weeks after they landed on the planet and put up temporary shelters, the Imperial Klingon States were established. In the 25 years since its acquisition, Kinarra has become vital to the IKS as a source of metals used in ship construction. Although most hull material comes from asteroids (due to ease of handling), most interior equipment is constructed planet-side, then sent to the shipyards in space for installation.

The mines on Kinarra are most unusual. Although a desert planet, it has only a 37% land mass. This strange geography results from the shape and location of the land masses, which are mostly equatorial and separated from the seas by high mountain ranges. When the rains come, they quickly drain back into the seas or are absorbed back into the air by the hot sun. The mines are located mostly under the desert sands, making access difficult. Kinarra's large work force, which comprises 40% of the planet's population, operates the mines. Every one of these workers is a slave captured in raids on colonies and ships. Their living conditions are very poor, in part due to Kinarra's climate and in part to the Klingons' treatment of them.

The Klingon civilian population on Kinarra is employed in refineries where the raw minerals are processed, and in manufacturing plants where products are fabricated from the refined materials. These manufacturing plants produce many of the necessities required throughout the IKS. Some civilian Klingons are also fishermen, using advanced techniques to harvest the abundant sea life. As few crops will grow in Kinarra's harsh climate, this sea harvest forms the basis of the population's diet.

Traders are allowed on-planet if they have proven 'safe', but even they are restricted to the trade center in M'Reen. Little in the way of finished goods are traded off-world, as the IKS needs all the manufactured goods it can produce. There are some raw materials for which they have no use, and the IKS is willing to let go of these in trade.

As the planet continues to develop into the main manufacturing center for the IKS, Kinarra will continue present trends for some time. Very little military strength is assigned

to the planet, its troops acting mainly to keep the slave labor in line. The IKS intends to maintain the current population balance, if at all possible. More non-Klingons will be employed in the sea harvesting occupations, but that is the only intended change. Very little military strength is assigned to Kinarra, its troops acting mainly to keep the slave labor in line.

North Pasadena was originally a UFP research station, which the IKS did not know when they established a colony on the planet. The Klingons expected retaliation from the UFP upon taking over the station, but none came. The scientists then revealed that they had been ousted from the UFP for carrying out genetic experiments that the UFP Science Council had not approved. The scientists had fled to North Pasadena in order to carry out their experiments on the life forms here.

The Klingons gave the scientists a choice: either cooperate or be terminated on the spot. The scientists were not concerned about who employed them as long as they were permitted to continue their experiments. In fact, they feel they are better off under the Klingons, who readily provide them with needed supplies. Also, the Klingons keep them supplied with a steady stream of sentient beings on which to experiment.

The IKS has kept the colony here small, in order to keep the scientists and their experiments under wraps. No trading is allowed by independents on-planet, all trading being done either off-world on an orbital station, or at other IKS centers and brought on-world by IKS ships. Recently, the IKS has established a small mining settlement on another continent.

Penchan is not only mineral-rich, but it had the industrial crystals, especially dilithium, needed to power the aging IMS fleet. Many of the elements needed for Klingon weaponry were also discovered here. When the IKS discovered the planet was resource-rich, they quickly established a military base on-planet and kept a small fleet in system. It was this force which ambushed a Romulan colonial expedition in 2/1002. The Romulans were also searching for mineral-rich planets ripe for exploitation. Their small force was quickly destroyed by the IKS ships present. The Romulans never even knew what had hit them, and assumed the colony ship was lost to pirates.

The IKS maintains a strong military presence on Penchan II to keep anyone from discovering the reason for the heavy activity here. A large colony is being built, but the process has been slow. The planet is cold, with little life in the snow and ice. If that were not inhospitable enough for the Klingons, a deadly virus wiped out the first two attempts at colonization. The IKS scientists were able to find a cure, but they faced one major problem. The chemicals needed to fight the disease were not available anywhere in the IKS, and so they were unable to produce a serum in their labs. It took over a year before an independent trader was found to bring in the needed serum elements. When the Klingons were finally able to bring the virus under control, they began to colonize the planet.

The IKS will not allow any non-Klingons on Penchan. Nor are outside communications allowed except through the military command center. Neither will any Klingon stationed here ever be allowed to leave alive. As can be seen, the IKS is determined that no one know they have discovered the materials needed to revitalize their fleet.

Penchan will one day be developed into a large industrial complex, but that will take time and put an enormous strain on IKS finances, due in part to the hostile environment. Most settlements are now being built under domes because of the severe winds and snow. Each is also being defended by powerful shields to encourage isolation. Penchan will undoubtedly be the center of IKS commerce and construction within the next 20 years.

Mattarra has only recently come under IKS control. The planet apparently had been ignored by anyone who came near, as no evidence of any landings can be found. The planet does not have much to offer, except that it is uninhabited.

Mattarra is being developed into a ship construction facility, using what minerals the planet has, along with metals being taken from a very rich asteroid belt between it and the fourth planet. Planetside and orbital facilities are being built by the 280-man work force, with the orbital facilities 25% complete, and the ground facilities 75% complete. The IKS intends to develop the planet into a secondary military base for its navy. The planet will eventually house the largest portion of the ground forces, along with training facilities for Klingon Marines and guerrilla forces.

### MILITARY FORCES

The IKS space fleet maintains 37 Battle Groups of miscellaneous combat vessels, consisting of 21 Battle Groups of various D-7 models, six Battle Groups of D-18s, one Battle Group of L-9s, three Battle Groups of D-10s, three Battle Groups of K-23s, and various other ships, including gunships and service craft. At any given time, only 40% of these are operational, due to the lack of vital replacement parts, which the IKS is incapable of manufacturing.

Ground troops are organized in standard Klingon fashion, and use mostly Klingon-design weaponry and equipment, though some detachments are armed with Romulan adaptations of this equipment.

## MANTIEV COLONIAL ASSOCIATION



**Stardate Established:** 1/2501.02

*Capital:* Mantiev, Mantiev

*Term for Citizens:* Mantivians

The Mantiev Colonial Association has been in existence as a formal association for almost 100 years. The Association was formed by the four member planets in response to a growing concern over expansion by the major powers into the Triangle. It was felt that the MCA would be in a better position to bargain for what was needed than would individual independent governments.

The member planets were all originally settled by various groups from the UFP. All four had few restrictions on immigration, as each welcomed all the settlers they could get. In 1/25, the Mantiev, Chaniviev, Kallendeva, and Stork's Rest governments formed the alliance that came to be known by the most populous planet's name, the Mantiev Colonial Alliance. The MCA had one fundamental goal: strength through alliance. This became the rallying cry of those in favor of alliance, which was a majority. The few dissenters were mainly those rugged individualists who would have cried foul no matter what the circumstances of union were to be.

The MCA went through 91 years of relative peace, if one doesn't count the occasional minor skirmishes with Klingons, Romulans, and others. None of the major powers attacked the MCA, due both to its size, and to the fact they were too busy elsewhere to spare a force large enough to control the MCA.

The long peace among members of the Association ended with the election of 2/16. Jonas Elley, the leader of a new party known as the Chaniviev Alliance, attempted to defeat incumbent President Lee Willson in his bid for a third term. Elley, who had the support of the mining corporations on Kallendeva, lost by a large margin. The mining companies had been promised more freedom in pricing and sales by Elley in return for the money needed to run his campaign. The Chaniviev Alliance was started by the disgruntled government on Chaniviev, which felt the Mantiev government was looking out for itself and no one else. The Chans, led by Elley, announced they would secede from the MCA. Willson and the MCA refused even to allow the motion to be read on the floor of the Parliament. The Chan party stormed out. Heading home, they declared war on the MCA as soon as they were out-system.

The MCA suspended all activities for the duration of the Civil War. The remaining loyalists formed the Loyal States Alliance, and turned to the Romulans for aid when they discovered the Klingons were supporting the rebels. For the past six years, the war has continued. Fighting is sporadic, with both sides struggling to build up to the point where they feel they can defeat the other. Most of the fighting has centered on Kallendeva, which is the site of the mining corporations that supported the rebels from the start.

The war is currently at a stalemate, with the Federation attempting to get both sides to sit at a conference table to iron out their problems. The UFP is trying to make both sides realize they are acting merely as pawns in the hands of the Romulans and the Klingons, who have found the perfect testing site for new weapons without risking their own troops. The UFP is also aware of what would happen if one side won a complete victory over the other. Either the Klingons or the Romulans would gain a strategic foothold in the Triangle.

The four planets of the MCA were all settled at roughly the same time. The reasons for Mantiev's dominance in the Association are not totally clear. One thing that is known, however, is that there has been a continuing line of charismatic leaders in its political history. Over the years, these leaders were responsible for forging the MCA, and then keeping it together through the 100 years prior to the Civil War. It was the emergence of a powerful leader, Elley, on another world that finally broke the dominating line of Mantiev leaders.

The current president of the MCA, Lee Willson, is an example of a good leader turned lazy. After two terms as president, he became not only lax in his duties but totally unaware of the war brewing in his midst. About two years after war finally broke out, Willson was forced to declare the MCA government 'in exile.' Although the government did not really go anywhere, it became inactive, existing in name only. A new government was formed 'for the duration'. It was named the Loyal States Alliance, and Jolinda Pietra was chosen as leader (known as the Minister) by unanimous vote of the new Parliament.

The LSA government currently is based on Mantiev. It is a representative government, with delegates from every nation that has signed The Agreement. This document ties together the nations on any planet loyal to the old MCA. Each delegate has one vote, with the Minister settling any ties. The process for electing delegates to the LSA Parliament varies in each nation.

The LSA has allied with the Romulans in order to gain much-needed equipment, especially ships. So far, the Romulans have asked nothing in return, being content with slowly gaining a foothold in a region vital to the Triangle. Federation envoys have been attempting to convince the LSA of ulterior motives by the Romulans, but no one was willing to listen to them until recently.

Chaniviev was settled shortly after Mantiev by a group consisting primarily of Chinese and Russian Terrans. In the long days of Chan, as the planet came to be nicknamed, the colonists were able to produce what crops they needed for survival. The mines of the planet gave them what they needed to trade with other planets, including those of the soon-to-form MCA. The Chans pretty well stayed to themselves, joining the MCA in hopes of maintaining their freedom through an alliance with other small independents like themselves.

Thirteen years ago, a large group of Terrans from the British states settled in the Capital. They were a group of political exiles from Earth, led by Jonas Elley. Elley was quick to establish himself and his followers in the political structure of Chaniviev. In just nine years, he had worked himself up to the position of Planetary Governor. In this capacity, he saw an even greater opportunity: control of the MCA. Through a masterful propaganda campaign, he was able to convince the Chans they were getting the short end of the stick in the Alliance. He was aided in his performance by the Klingons, who were quick to recognize an opportunity to gain access to a vital section of the Triangle. At first, the Klingons gave covert aid, assisting in intelligence-gathering and miscellaneous guerrilla activities. But, as Elley gained power, the Klingons came into the open, even being so bold as to be seen with him at media events.

As the situation deteriorated, the Klingons persuaded Elley and his followers to arm themselves, even offering to provide Klingon Marines 'for security reasons'. At first, Elley had the sense to refuse. As the situation worsened, however, his over-zealous aides convinced him to accept the Klingon offer. They reasoned that the Klingon weapons would permit Elley to reach a quick victory over the Loyal States. The reality was that the war was prolonged and many thousands more would die.

Even Elley now realizes that it is the Klingons, not he or his party, who control the situation on Chaniviev. He sees no way out except to continue on, hoping the Klingons will live up to their promise of evacuation when the war is over.

Kallendeava was the third of the MCA planets to be colonized, differing from the other colonies in that it was settled by mining corporations, not colonial associations. The corporations of course ran their settlements as businesses, rather than as a political system. They had a dual motive for joining the MCA: it would provide them with both a ready market for their ores and a military force, albeit small, to help protect them. The arrangement worked well for the corporations until Elley and the Chaniviev Alliance entered the picture.

When Elley promised the mine workers better living conditions and a share of the corporate profits, the miners, (most of whom were not here by choice) were enthusiastic. The miners at first attempted to work for changes within the corporate system, but to no avail. Elley preached action, and the miners responded with a work slowdown. The corporation ignored them. Elley pushed. The miners responded with a strike. Elley now had what he wanted. With the workers of the MCA behind him, Elley was a force for Willson to reckon with. In the next election, Elley took on Willson, and lost. At that point, civil war broke out.

Kallendeava has been the scene of most of the fighting between the Loyalists and the rebels; in some areas, the

planet has been devastated. It is fortunate neither side has resorted yet to very powerful weapons. Some low-power photon missiles and lasers have been used, but neither side has allowed the Romulans or the Klingons to talk them into using anything heavier. The mining facilities are still in operation, as the fighting has been concentrated in the non-populated, non-strategic areas. The reason for this is not clear. Outsiders can only hazard a guess: Perhaps both sides have come to a tacit agreement that this will be a war without civilian casualties. As both sides have colonial backgrounds, this speculation is entirely plausible.

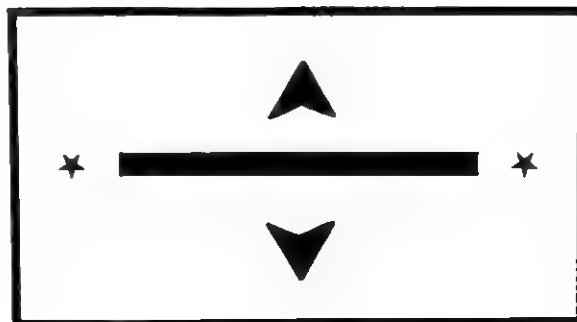
The war continues to be a series of small skirmishes between platoon- or company-sized units. Recent trends are, however, toward larger and larger units being thrown into battle. The Klingon and Romulan advisors have also been pressing both sides toward using more powerful weapons. With the Federation sending envoys to try and stop all this madness, the Mantiev Colonial Association is currently the hottest spot in the Triangle.

Stork's Rest was founded by a group of colonists from the colonial vessel *Storke*. The climate has been a major influence in keeping the population low. The gems which account for the planet's exports have made the few hardy colonists wealthy. The settlers established an elective form of government in which everyone over the age of 16 has a voice in the political process. All important issues are voted on by all. Regional representatives are elected to handle the mundane chores of running a planet. It was this group of regional Senators that elected to have Stork's Rest join the MCA. When Elley attempted to unite the workers, the Storkers refused to play ball.

The Storkers stayed loyal, and, with the support of the Romulans, they intend to stay that way. So far, not much fighting beyond the occasional raid has occurred. The rebels have succeeded in tying up large numbers of Loyalist troops. The LSA must keep the mines open, however, as it desperately needs the income from them to finance the war.

#### MILITARY FORCES

The military forces of the MCA are currently split into two factions: the Loyalists and the Rebels. The actual number of ships varies constantly due to the intense fighting. The Loyalists are currently receiving vessels from the Romulans while the rebels are being supported by the Klingons. No fighting ships remain from the original MCA forces. All vessels in use are Romulan- or Klingon-designed and built. Each side averages 30-35 gunboat and escort-type ships and roughly 50 each transport vessels of various sizes.



# Introduction To The Triangle Atlas

The Triangle is vast. It measures 48 parsecs north to south, and about 30 parsecs east to west at its widest point. It contains 487 star systems as cataloged in the *Compendium Of Stellar Bodies*, the standard reference work on the subject. These systems contain 2,991 worlds, many of which have never been named or officially described.

The following pages contain the statistical, historical, political, and economic data on 120 of the Triangle's major worlds. Each of the Triangle worlds that has a major population is included here, as well as a few worlds that are important for economic, political, or military reasons.

## WORLD LOGS

For each of the worlds listed in this Atlas, the standard geographical data as well as the technological, sociopolitical, and trade profiles for the civilization found there are given in a table. The coordinates of the world are given in standard NS-EW format. Following the tabular information, expository paragraphs are included that describe noteworthy facts about the world, its people, its history, or some other information concerning its status.

## GAZETEERS

The gazeteers provided at the end of this book index these worlds in various ways. There is an alphabetical index, a political index, and indices giving major exports and imports.

## UNDEVELOPED WORLDS

Merely because only 120 worlds are described in detail here, this does not imply that there are *only* 120 worlds of consequence in the Triangle. Far from it!

Most Triangle worlds remain virtually uninhabited and many are unexplored. These planets either have no obvious resources that can be exploited with ease, or have planetside conditions so inhospitable that a significant population base has not yet developed. Life in the Triangle has characteristically had a harder time gaining a foothold than is average for the major empires, and the sparseness of population centers is characteristic.

Many feel that the Triangle remains on the frontier, as close to unexplored space as the farthest flung outpost to spinward or coreward. That the Triangle has been completely mapped, that it is hemmed in on all sides by civilization, and that population centers have sprung up in a regular spacing across its length and breadth makes no difference, they claim. To these proponents of the Golden Triangle, as it is often called, a man need not venture to the farthest reaches of the galaxy to find total freedom; they contend that the Triangle offers similar opportunities for the bold, enterprising, intelligent, and lucky.





# United Federation Of Planets

## World Log: CARWILE'S WORLD

<b>System Data</b>	
System Name:	Douruine
Map Coordinates	(9 0S 6 0E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	V
Number of Satellites:	1
Gravity:	.7 G
<b>Size</b>	
Diameter	9100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	360 000 000 sq km
Percent Land Mass	23%
Total Land Area:	82,000,000 sq km
<b>Surface Conditions</b>	
Length of Day	22 hours
Atmospheric Density	Terrestrial
General Climate	Warm Temperate
<b>Mineral Content</b>	
Normal Metals	35%
Radioactives	1%
Gemstones	16%
Industrial Crystals	Trace
Special Minerals	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999994-90
Trade Profile:	DDDDDD B (E)

Carwile's World is a beautiful little planet just inside the Federation sphere of influence. It is low-gravity, warm, and lush. It is also one of the few planets in the Federation to be owned by an individual. Howard Carwile is an eccentric multi-billionaire and chairman of the board of Rashile Gourmet Foods (see Rashile). He has set aside this planet as his own paradise, and built a sizable artist's colony near his mansion. The colony houses a great number of authors, poets, painters, illustrators, sculptors, composers, and performing musicians. There are art galleries, gigantic libraries, and fully-equipped recording studios. Many artists from all over the Federation maintain semi-permanent residences on Carwile's World. Standing invitations also go out to any artist gaining prominence in his or her field. The rest of the planet is maintained in pristine condition, on the theory that "it may provide some inspiration for anyone needing it."



## World Log: CYCLOPUS

<b>System Data</b>	
System Name:	Vengus K
Map Coordinates	(8.0S 6.8E)
Number of Class M Present	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	0
Gravity:	1.5 G
<b>Size</b>	
Diameter	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	765,000,000 sq km
Percent Land Mass	71%
Total Land Area	540,000,000 sq km
<b>Surface Conditions</b>	
Length of Day	32 hours
Atmospheric Density	Terrestrial
General Climate	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	38%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999994-95
Trade Profile:	ACFDDEF A (B)

Cyclopus is so named both for its large size, and for the single, huge, eye-like ocean in one of its hemispheres. Most of the rest of the terrain consists of large, flat expanses, interrupted occasionally by a few rolling hills or small forests.

The major export of Cyclopus is a hybrid grain developed from a cross between a native grass and a genetically-engineered variety of Terran wheat. This hybrid combines the nutrition of the Terran grain with the hardiness and size of the native grass. The result is a large-kerneled grain that is very high in protein and carbohydrates. Imports to Cyclopus include technological devices, radioactives, and many luxury items.

The government on this world is modelled loosely on the Terran Roman Empire. As the ruling monarch, Empress Meia d'Ricetta, is very highly-regarded by her subjects, there is very little dissension. Her government is somewhat friendly with the independents nearby, but refuses to have anything at all to do with the Romulans. Cyclopus are very supportive of the Federation.

## World Log: DERIGO

<b>System Data</b>	
System Name:	Roedel
Map Coordinates	(8 7S 5 6E)
Number of Class M Present	1
<b>Planetary Data</b>	
Position in System:	IV
Number of Satellites:	0
Gravity:	1.3 G
<b>Size</b>	
Diameter	16,500 km
Equatorial Circumference:	52,000 km
Total Surface Area:	663,000,000 sq km
Percent Land Mass	14%
Total Land Area	92,800,000 sq km
<b>Surface Conditions</b>	
Length of Day	24 hours
Atmospheric Density:	Thick
General Climate:	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	12%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999999-97
Trade Profile:	CEFFDFH B (C)

The population of Derigo is mostly human, with a small number of Tellarites as well. Because the surface is covered mostly by water, the Derigoans have a large underwater population cluster. The planet is considered agricultural, as its chief crops are the algae and kelp derivatives grown in huge underwater farms. All Derigoans learn to swim when very young. At the age of five, the Derigoan child is fitted with his or her first Gill-Pack, and allowed to leave the underwater domes. Because many of the domes are in shallow water, the populace is not much threatened by dangerous water creatures.

The major exports are the crops and their processed products. The popular vegetable dish, Seagreen Five, is exported exclusively from Derigo, and is processed from one of the species of kelp native to Derigo V. There are not many metals exported, but the oceans are rich in the lighter metals, such as magnesium and aluminum. Derigoans import many of the high-technology products that make life underwater possible.

Though officially independent, the Derigoans are allied heavily with the Federation, and do much of their trading there. The Derigoan government is a representative democracy, with the President being elected once every five years. Derigo does not have a military force, but depends on the Federation to patrol its system.



**World Log: GREEN****System Data**

**System Name:** Kajzer  
**Map Coordinates:** 8 6S 5 8E  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** II  
**Number of Satellites:** 2  
**Gravity:** .8 G  
**Size**  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 410,000,000 sq km  
 Percent Land Mass: 50%  
 Total Land Area: 205,000,000 sq km

**Surface Conditions**

**Length of Day:** 27 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 39%  
**Radioactives:** Trace  
**Gemstones:** 2%  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** Federation Research Station  
**Trade Profile:** AAAAAA D (X)

Green is a small, tropical planet within Federation influence. It has no real population, but is, rather, only a small biological research station. Except for its lighter gravity, conditions on Green are almost identical to those of Terra during its Jurassic and Cretaceous Periods. Native life on Green includes many species so remarkably like the Terran dinosaurs that biologists have a difficult time finding differences between Terran fossils and their Green counterparts. No theory yet offered has been able to explain these remarkable coincidences.

The research team is headed by Doctor Richard Temore. All the team's supplies are furnished by the Federation, and the world obviously produces no exports. System patrol duty is performed by Star Fleet.

**World Log: IOVINE****System Data**

**System Name:** Kiefer  
**Map Coordinates:** (8 8S 5 8E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** IX  
**Number of Satellites:** 3  
**Gravity:** 1.3 G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 660,000,000 sq km  
 Percent Land Mass: 26%  
 Total Land Area: 170,000,000 sq km

**Surface Conditions**

**Length of Day:** 25 hours  
**Atmospheric Density:** Thin  
**General Climate:** Desert

**Mineral Content**

**Normal Metals:** 2%  
**Radioactives:** 10%  
**Gemstones:** 8%  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999991-97  
**Trade Profile:** GEDDEF B (E)

Iovine is, oddly enough, a desert in the middle of one huge ocean. Aside from a few small islands, the entire land mass rises out of the sea as a two-mile-high plateau. Its walls are sheer cliffs, and fifty-mile per hour winds scour across the surface. Iovine's three moons cause violent weather patterns over the oceans, but the plateau does not receive much rain. Even if it did, there is no topsoil in which to grow anything.

Iovine is rich in radioactive ores and gemstones. Thus, there is a sizable mining colony underground on Iovine Plateau. The miners must import all supplies, and export only the ores and raw gemstones. Unless they are receiving shipments or personnel beamdowns the miners stay underground. There are above-ground transporter stations, but these seem to be in constant danger of being blown away by severe storms. Thus, visitors to the world must sometimes stay on longer than they originally intended.

The government on Iovine Plateau is Federation corporate. Iovine is owned and operated by Intersystems Extractions, Inc. The official in charge of the mines on Iovine is Mine Superintendent Rafe Matthews. Matthews is stern, but well-liked by most of the miners. There is little in-system patrol done in the Kiefer system, as the occasional Star Fleet patrol ship takes care of it.

**World Log: LAFLIN****System Data**

**System Name:** Caskey  
**Map Coordinates:** (9 0S 5 6E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** V  
**Number of Satellites:** 0  
**Gravity:** 1.3 G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 660,000,000 sq km  
 Percent Land Mass: 64%  
 Total Land Area: 420,000,000 sq km

**Surface Conditions**

**Length of Day:** 29 hours  
**Atmospheric Density:** Thin  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 7%  
**Radioactives:** Trace  
**Gemstones:** 1%  
**Industrial Crystals:** 10%  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-97  
**Trade Profile:** FCCDFG B (X)

Lafin is a cool, dry, dilithium mining colony governed by Ch'kall Latoch'n, an Andorian. Despite this planet's size, the dilithium is found in only one mountain range in the northern hemisphere. At the foot of the mountains is the only town of any size. The rest of the planet is sparsely-populated and barren.

The major export of Lafin is dilithium, with a few other metal ores being shipped out as well. There are no processing facilities on Lafin. All supplies and equipment must be imported.

Although Lafin is a Federation colony, it is not heavily-patrolled. Star Fleet command discovered that it would be far easier to protect the incoming and outgoing ships and ignore the rest of the system. There is a base complex in the system's asteroid belt that may or may not be a privateer stronghold. Although Star Fleet has investigated several times, they find only abandoned facilities. The mining town, however, is heavily patrolled by security officers. To date, there has never been a shipment of dilithium hijacked. The mining colony is governed by an Andorian, Ch'kall Latoch'n.



**World Log: LAKELAND**

System Data	
System Name:	Purlii
Map Coordinates	(8 2S 6.4E)
Number of Class M Present:	1
Planetary Data	
Position in System:	II
Number of Satellites:	2
Gravity:	.9G
Size	
Diameter:	11,500 km
Equatorial Circumference:	36,000 km
Total Surface Area:	460,000,000 sq km
Percent Land Mass:	50%
Total Land Area:	230,000,000 sq. km
Surface Conditions	
Length of Day:	32 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	5%
Radioactives:	Trace
Gemstones:	4%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999999-97
Trade Profile:	BDDECF A (C)

Lakeland is the vacation spot of the Federation. It has no oceans; instead, it offers millions of lakes ranging in size from farm-pond all the way up to the great lakes. The climate is favorable for growing things, and most of the lakes are filled with almost any imaginable type of fish. Nearly every species of fish in the Federation may be found in at least one of Lakeland's lakes. There are not many large cities; most of the population is clustered in smaller lakeside villages and towns.

Certain of the larger lakes are used for harvesting many species of fish. To prevent over-harvesting and to assure future harvests, rigid rules are strictly enforced. Although some of the harvest serves as food on-planet, much of it is shipped to processors both inside and outside the Federation. Lakeland's major imports include high-tech equipment and luxury items. Most of the luxury items are then sold to the large numbers of vacationers visiting the planet.

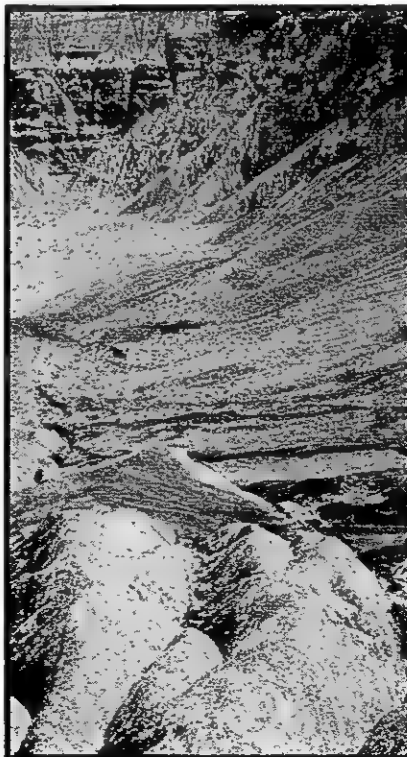
There is thought to be a small black market supply on Lakeland, but it is not easily located. Likewise, pirates are rumored to have placed bases in the more remote sections of the planet, but this has not been substantiated.

Lakeland's governmental structure is representative, but this is due to its colonial status with the Federation. The Governor of the planet is chosen in popular elections held every four years. As a Federation Protectorate, Lakeland is patrolled and policed by the Federation.

**World Log: NICOLII**

System Data	
System Name:	Carmon
Map Coordinates	(8.7S 5.3E)
Number of Class M Present:	1
Planetary Data	
Position in System:	II
Number of Satellites:	0
Gravity:	1.3G
Size	
Diameter:	16,900 km
Equatorial Circumference:	52,000 km
Total Surface Area:	660,000,000 sq km
Percent Land Mass:	76%
Total Land Area:	500,000,000 sq. km
Surface Conditions	
Length of Day:	27 hours
Atmospheric Density:	Thick
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	30
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	Federation Colony
Trade Profile:	GGDDDD B (X)

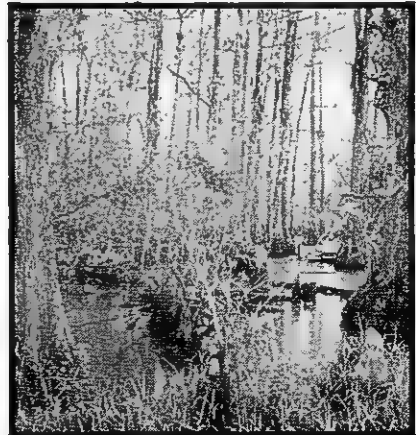
Nicolii is a large, rather barren world that is not much good for anything. For that reason and because it is right on the Federation border, a lithium cracking station has been placed there. The station is manned exclusively by Star Fleet personnel, who live with their families in the town built next to the station. The town's population is currently at about a thousand. Nicolii's other inhabitants are the few independent miners prospecting on the other side of the plant. These prospectors occasionally come into town to sell what they have found, and to buy more supplies.

**World Log: PLUUH II**

System Data	
System Name:	Pluuh
Map Coordinates	(8 1S 6.8E)
Number of Class M Present:	1
Planetary Data	
Position in System:	II
Number of Satellites:	0
Gravity:	1G
Size	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq km
Percent Land Mass:	49%
Total Land Area:	250,000,000 sq km
Surface Conditions	
Length of Day:	29 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	Trace
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999995-97
Trade Profile:	FGGDEG B (D)

Pluuh II is a swamp world that was discovered by a Tellarite exploration team. Its climate is hot, damp, and very uncomfortable. Neither trees, animals, nor insects exist here, the highest life form being a simple fern. A family of fungi very important as a food source grows on Pluuh II. The fungus is found in many forms, most of which are valuable. Among these are: Air Truffles, an above-ground variety tasting almost exactly like Terran Truffles; Grey Paste, a high-protein raw material for use with food synthesizers; and Puff Dust, one of the ingredients used to manufacture Sterilite.

Pluuh II is a Federation colony, administered by Governor Guumfar Lurb. It is open for development to all UFP-chartered corporations. Thus, there are a large number of research and processing stations spread across the surface of the planet. In order to open a station on Pluuh II, an application must be filed with the Governor's office, and is usually passed within two or three weeks. The Federation patrols the system, and has a small peace-keeping force in Pre-pluuh, the capital city.



**World Log: PRECIPICE****System Data**

**System Name:** Brightstar  
**Map Coordinates:** (9.1S 4.6E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VIII  
**Number of Satellites:** 1  
**Gravity:** 1.1 G  
**Size**  
**Diameter:** 14,300 km  
**Equatorial Circumference:** 44,000 km  
**Total Surface Area:** 560,000,000 sq km  
**Percent Land Mass:** 94%  
**Total Land Area:** 530,000,000 sq km

**Surface Conditions**

**Length of Day:** 25 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm Temperate

**Mineral Content**

**Normal Metals:** 14%  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999994-97  
**Trade Profile:** DDDDEF A(B)

Precipice is a dry planet located on the edge of Federation territory, just a short distance from the Klingon Empire. Thus, Precipices are a rather paranoid lot. There are listening and monitoring stations spread throughout the Brightstar system, and any ship entering it is immediately challenged. Because of their proximity to the Klingons, the inhabitants named their world 'Precipice', believing they live on "the edge of disaster." For all their paranoia, the Precipices have virtually nothing to fear from the Klingons because there is nothing whatsoever on the planet that the Klingons want or need.

Precipice has little to distinguish it economically, there being neither mining facilities nor huge agricultural capabilities. The government is representative, ruled by the Senate. The leader of the government is Prime Minister Sasha Velkovki.

There are no serious restrictions against either piracy or the black market on Precipice, but the constant scanning of the system makes pirate or smuggling operations a bit too public to succeed.

**World Log: RASHILE****System Data**

**System Name:** Ungethiem  
**Map Coordinates:** (8.8S 6.0E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** IX  
**Number of Satellites:** 1  
**Gravity:** 1.3 G  
**Size**  
**Diameter:** 16,900 km  
**Equatorial Circumference:** 52,000 km  
**Total Surface Area:** 660,000,000 sq km  
**Percent Land Mass:** 29%  
**Total Land Area:** 190,000,000 sq km

**Surface Conditions**

**Length of Day:** 27 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 2%  
**Radioactives:** 11%  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999994-97  
**Trade Profile:** ADDDCDE D(C)

Rashile is a slightly heavy, Terra-like planet. It is a good place to live, as it has decent soil for growing food crops and many edible native fish. Recently, it has been built into one of the gourmet capitals of the area. The driving force behind the change of emphasis is Rashile Gourmet Foods, Incorporated. Authentic Terran Sturgeon have been imported for caviar production, as have most of the gourmet delicacies from across the galaxy. RGF also collects Finagle's Fists on Yeartes and Air Truffles from Pluuh II.

The government on Rashile is participatory, but controlled by Rashile Gourmet Foods, Incorporated. RGF is a major, Federation-chartered corporation with vast resources. They own a large number of transports, and enough in-system patrol boats to protect their interests both in their own system and in the Triangle. RGF is also one of the few corporations wealthy enough to own both their own system and another.

**World Log: TURBULENCE****System Data**

**System Name:** Ganley  
**Map Coordinates:** (8.9S 4.9E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VII  
**Number of Satellites:** 3  
**Gravity:** 1.4 G  
**Size**  
**Diameter:** 18,200 km  
**Equatorial Circumference:** 56,000 km  
**Total Surface Area:** 710,000,000 sq km  
**Percent Land Mass:** 49%  
**Total Land Area:** 350,000,000 sq km

**Surface Conditions**

**Length of Day:** 23 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 24%  
**Radioactives:** 12%  
**Gemstones:** Trace  
**Industrial Crystals:** 15%  
**Special Minerals:** Trace

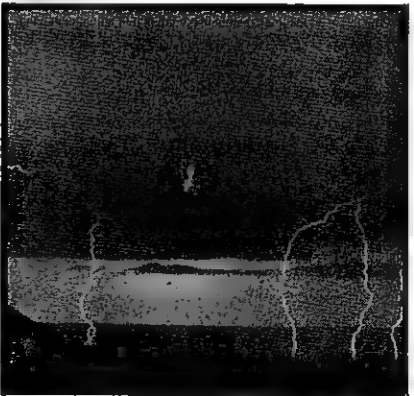
**Cultural Data**

**Technological/Sociopolitical Index:** 999994-90  
**Trade Profile:** ECCDFGG D(X)

Turbulence is aptly named. The tropical climate, high gravity, and three moons often combine to cause very severe weather patterns across the entire planet. These storms would not be worth braving if not for the rich deposits of dilithium found there.

A relatively small number of miners live and work on Turbulence, carving out the dilithium and selling it to the handful of traders willing to brave the harsh environment in order to make a small profit. Thus, although the miners are mining one of the most valuable commodities in the galaxy, they usually make just enough to pay for the next shipment of supplies. These are usually brought in by the same ships that carry out the dilithium.

There is no government on Turbulence, because the population is much too small to need one. Most of the miners look up to one of their own as unspoken leader of the group. That man is Jan Terling, owner and operator of the only subspace radio on the planet. The miners give their crystals to Terling, who then sells the dilithium to the traders. He then pays the individual miners for their shares in a scrupulously honest fashion.



**World Log: WALL****System Data**

System Name: Bahr  
 Map Coordinates: (8.9S 5.3E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VI  
 Number of Satellites: 2  
 Gravity: 1.2G  
 Size

Diameter: 15,600 km  
 Equatorial Circumference: 48,000 km  
 Total Surface Area: 610,000,000 sq km  
 Percent Land Mass: 70%  
 Total Land Area: 430,000,000 sq km

**Surface Conditions**

Length of Day: 32 hours  
 Atmospheric Density: Thin  
 General Climate: Warm Temperate

**Mineral Content**

Normal Metals: 38%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999992-97  
 Trade Profile: HBFDEEA A (B)

Wall is a mining/manufacturing world. Its name is derived from the long, straight rows of high, nearly vertical mountains that wrap around the planet. The planet's soil is not much good for growing crops, but there are many rich veins of ores within the mountain ranges.

Wall manufactures some of the finest surface-to-orbit boats in the Federation. The radioactives to run them must be imported, as well as certain low- and medium-tech items such as fabrics and plastics. Wall must also import much of its food supply. The planet's economy is strong and its profits healthy, so Wallians are able to import and enjoy many of the finer things in life.

The government on Wall is a representative democracy. Every six years, there is a general election for all offices, including the Senate and that of the Wallmaster, the planet's executive office. Wall is a Federation ally, and shares system patrol duty equally with Star Fleet. Wall always keeps twenty of its finest boats lightly armed for in-system patrol. Occasionally, a Star Fleet patrol ship will be stationed in the Bahr system, mostly to show the Klingons and Orions that Wall is off-limits. The strategy seems to work.

**World Log: YEARTES****System Data**

System Name: Triangeles  
 Map Coordinates: (8.7S 6.2E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 2  
 Gravity: 1.5G  
 Size

Diameter: 19,500 km  
 Equatorial Circumference: 60,000 km  
 Total Surface Area: 765,000,000 sq km  
 Percent Land Mass: 50%  
 Total Land Area: 380,000,000 sq km

**Surface Conditions**

Length of Day: 27 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 39%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Unpopulated  
 Trade Profile: Unpopulated

Yeartes is a high-gravity tropical planet. Plant and animal life are rather unremarkable except for one parasitic plant that lives in the tops of certain trees. Named Finagle's Fist, the plant is vaguely hand-shaped, and resembles a green fist grasping the branch to which it is attached. Fist, as it is commonly known, is one of the most prized delicacies in the Federation. To prepare it, the plant is first cut into bite-sized chunks and then sauteed with mushrooms (or Air Truffles, see Pluuh II).

There is no population on Yeartes; rather, the Fists are gathered by employees of Rashile Gourmet Foods, Incorporated (headquartered on the planet Rashile). The Fists must be gathered from air, as they usually grow on branches much too small to support a Human. Thus, Rashile Foods uses anti-grav platforms to float at treetop level and collect the plants.

Rashile Gourmet Foods also maintains a fleet of ships for the transport of the Fists, and a number of in-system boats to protect the planet. Although the Federation does not approve of private security forces, those on Yeartes are not disturbed. There are a great many ranking Federation officials who are exceedingly fond of the delicacy, as well as the monies that flow from Rashile Gourmet Foods into their political coffers.

**World Log: ZWAALAN****System Data**

System Name: Immel  
 Map Coordinates: (8.5S 6.0E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 0  
 Gravity: .8G  
 Size

Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 410,000,000 sq km  
 Percent Land Mass: 68%  
 Total Land Area: 280,000,000 sq km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm Temperate

**Mineral Content**

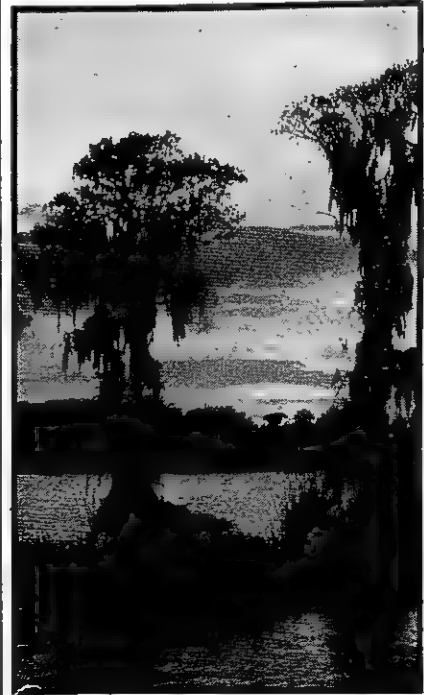
Normal Metals: 10%  
 Radioactives: 17%  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999994-95  
 Planetary Trade Profile: BCCDEFB (B)

Zwaalan is an agricultural world with a twist: the 'crop' grown is lumber. Because of a unique combination of light, soil, rainfall, and gravity on the planet, trees grow very fast, tall, and straight. Varying types of lumber are available, simulating most native Teran woods. The chief imports for Zwaalan are most manufactured goods, as well as luxury items.

The government on Zwaalan is a monarchy, currently ruled by King Vasily Illievich. Illievich is something of a xenophobe; he refuses to deal with any race but the Human. Most of the neighboring planets know this, and cater to that quirk of his nature.





# Klingon Empire



## World Log: BANDAGE

### System Data

System Name: Yullum  
 Map Coordinates: (11 6S 6.6E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: VI  
 Number of Satellites: 2  
 Gravity: 1.3G  
 Size  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq km  
 Percent Land Mass: 57%  
 Total Land Area: 377,910,000 sq km

### Surface Conditions

Length of Day: 30 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool/Temperate

### Mineral Content

Normal Metals: 23  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: 7

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Trade Profile: DCEDFFF D(X)

Bandage has unique mineral springs whose waters are beneficial to many afflictions, real and imaginary. Before being dominated by the Klingons, this planet served as an independent hospital planet, hence its name. The Klingons now intend to use the world's large hospital facilities for the treatment of troops. The resident medical staffs were given the choice of staying on or being executed. Not surprisingly, almost all have volunteered to treat the Klingons, who have made examples of the few who were unfortunate enough to 'let the scalpel slip'.

Bandage once supported its economy through donations from other worlds, from fees charged at its hospitals, and from the sale of its mineral water. The mineral water is still sold, accounting for a large portion of its exports. The planet is somewhat self-sufficient, with the Klingons importing primarily items needed for the military buildup now underway.



## World Log: ETERNITY

### System Data

System Name: Onza  
 Map Coordinates: (11 8S 6.9E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: III  
 Number of Satellites: 0  
 Gravity: .9G  
 Size  
 Diameter: 11,700 km  
 Equatorial Circumference: 36,000 km  
 Total Surface Area: 459,000,000 sq km  
 Percent Land Mass: 27%  
 Total Land Area: 123,930,000 sq km

### Surface Conditions

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool/Temperate

### Mineral Content

Normal Metals: 14  
 Radioactives: 23  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: 8

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Trade Profile: DECCDEF D(X)

Eternity was founded by a Jesuit priest and his followers. They have long since died, but the name they gave their planet lives on. The priest and his people came seeking religious freedom, and found a planet with a mineral capable of curing some forms of cancer. The colonists called the mineral Eternium and traded it for their needs.

Today, the Klingons control the planet and Eternium. They are still trading the mineral, but the tariffs are high. The Klingons prefer to sell the Eternium outright, and so they import little to the planet. As is true for most Klingon military bases, the black market on Eternium is extensive.



## World Log: GANARRA III

### System Data

System Name: Ganarra  
 Map Coordinates: (10 0S 5.5E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: III  
 Number of Satellites: 2  
 Gravity: 1G  
 Size  
 Diameter: 13,000 km  
 Equatorial Circumference: 40,000 km  
 Total Surface Area: 510,000,000 sq km  
 Percent Land Mass: 93%  
 Total Land Area: 474,300,000 sq km

### Surface Conditions

Length of Day: 33 hours  
 Atmospheric Density: Thick  
 General Climate: Tropical

### Mineral Content

Normal Metals: 21  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: 7  
 Special Minerals: Trace

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Trade Profile: EDEDEF D(X)

Ganarra III is a large Klingon base for Imperial Marines. The only resident civilians are a few scientists studying the unusual animal life here, all of which is carnivorous and very deadly. One of these is the beast the Klingons have come to call Night Death. Equipped with poisoned talons, it comes screaming down out of the sky in the still of the night. More than one sentry has been killed by one of these creatures.

A swampy planet, Ganarra yields little of trade value, and so life here is quite spartan. Independent traders are allowed to ply their wares. Although no tariffs exist, traders must pay large bribes in order to do business. The Klingons have been known to export some of the Ganarran animal life to those interested in unusual animals for study or zoos. Imports are foodstuffs and items needed for housing.



**World Log: HAVEN****System Data**

System Name: Landerrabb  
 Map Coordinates: (9 8S 5 4E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: I  
 Number of Satellites: 0  
 Gravity: .6G  
 Size  
 Diameter: 7,800 km  
 Equatorial Circumference: 24,000 km  
 Total Surface Area: 306,000,000 sq km  
 Percent Land Mass: 4%  
 Total Land Area: 12,240,000 sq km

**Surface Conditions**

Length of Day: 20 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 17  
 Radioactives: 27  
 Gemstones: 16  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: GDBDEFF C (E)

Haven III is so named because it was the third planet on which Q'Kuattr set up operations. Until he arrived, however, this water world was pretty well left alone. Q'Kuattr's discovery of valuable gems and radioactives led to the world being overrun by fortune-seekers. The Klingons, who were advancing in this region at the time, also quickly set up camp. Although they are now mining Haven's valuable resources, they allow Q'Kuattr to maintain his mines, taxing him on the profits. Visitors are welcome. The Lonid Sith is well known as the type of place that anyone can be hired to do anything if the price is right.

Haven's primary exports are, of course, the minerals, most of which are mined from the seas. The second largest export is Sithian Rum. Imports vary greatly, but Q'Kuattr is reputed to be always in the market for Orion slaves. Klingon tariffs are followed strictly, as their small garrison controls all trade on the planet.

As long as Q'Kuattr cooperates with the limitations imposed by the Klingons, they let him run the planet. He rules with an iron fist.

**World Log: JONNY'S RETREAT****System Data**

System Name: Pleth'ra  
 Map Coordinates: (9 9S 5 1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 1  
 Gravity: 1.2G  
 Size  
 Diameter: 15,600 km  
 Equatorial Circumference: 48,000 km  
 Total Surface Area: 612,000,000 sq km  
 Percent Land Mass: 74%  
 Total Land Area: 452,880,000 sq km

**Surface Conditions**

Length of Day: 25 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Arctic

**Mineral Content**

Normal Metals: 2  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: HGGGFGH B (X)

Jonny's Retreat is a dismal planet. Although it is three-quarters land, the world is so covered with snow and ice there is no way to tell where the land starts and the water stops. Jonny Farlo came here during the Four Year's War to "get away from it all". As time went by, the Klingons began taking an interest in Farlo and his small party from the Federation. Because the planet offers them nothing of value, the Klingons came to tolerate Farlo's existence within what they consider to be the boundaries of their Empire.

In exchange for his solitude, Jonny offers them a service. He sells the Klingons information (for which there is no Planetary Trade Profile value). His small domed settlement offers neutral ground where two parties may exchange information, or else Jonny will buy the information himself, for sale later when the price and time are right. The Klingons have tacitly agreed to permit Jonny's customers to come and go at will, for they know their well may dry up if they interfere. Jonny's Retreat cannot sustain itself, so all needs must be met through imports, including foodstuffs. Farlo earns a great deal of money or receives goods in exchange for the information he sells; with this, he is able to purchase what he needs, paying the going price (within reason). There are no tariffs of any kind, as Jonny is anxious to get his hands on anything he can.

Jonny Farlo rules the small colony himself. Even though the planet is considered Klingon, and is coded as such, the Klingons have found it easier to let Jonny do as he pleases. Anyone who has tried to oppose him has simply disappeared.

**World Log: KACHTULLA VII****System Data**

System Name: Kachtulla  
 Map Coordinates: (10 7S 5 8E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VII  
 Number of Satellites: 0  
 Gravity: 1 2G  
 Size  
 Diameter: 15,600 km  
 Equatorial Circumference: 48,000 km  
 Total Surface Area: 612,000,000 sq km  
 Percent Land Mass: 71%  
 Total Land Area: 434,520,000 sq km

**Surface Conditions**

Length of Day: 21 hours  
 Atmospheric Density: Thin  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 45  
 Radioactives: 22  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

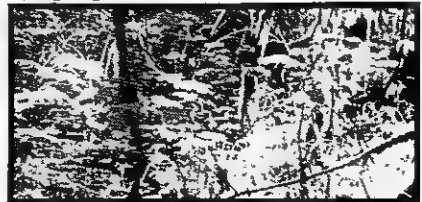
**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: CACDDEF C (X)

Kachtulla VII is a small Klingon military base near the Klingon/Void border. The planet is relatively isolated from other major forces, being midway along the Klingon Triangle sector. There are orbital and planetside repair facilities for vessels, and currently three Battle Groups are stationed here. At any given time, there are usually many more Battle Groups passing through for reprovisioning. Only one battalion of Klingon ground troops are planet-side, which is somewhat lax security for a Klingon base. The planet has a small civilian colony, mainly to grow foodstuffs and carry out small manufacturing tasks.

Because of Kachtulla's relatively isolated position, its black market is large relative to the small size of its settlement. A diligent merchant can make large profits, because Kachtullans want to and will buy almost anything available. With the land mass so large and the population so small, there are plenty of hidden spots for transacting business illegally. As long as the black marketeering is not carried out in the open, most of the Klingon leaders look the other way. They don't want to see themselves cut off from the pleasures of life anymore than does the common soldier or citizen. Adamarr, the civil administrator, is the main black marketeer.

Tariffs adhere to the Klingon norm, with anything of non-Klingon origin carrying high duties.



**World Log: KANNAGA****System Data**

**System Name:** Sinnawa Lotos  
**Map Coordinates:** (9.4S 4 6E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VI  
**Number of Satellites:** 0  
**Gravity:** 1.5G

**Size**

**Diameter:** 19,500 km  
**Equatorial Circumference:** 60,000 km  
**Total Surface Area:** 765,000,000 sq km  
**Percent Land Mass:** 51%  
**Total Land Area:** 390,150,000 sq km

**Surface Conditions**

**Length of Day:** 31 hours  
**Atmospheric Density:** Thin  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 12  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** Klingon  
**Trade Profile:** DEFEDFF C (D)

Kannaga (named by the Klingons) is a metals-poor world that is, however, of immense value to the Klingons for its proximity to Federation space. It is the closest major base the Klingons have, and they have sent a great many colonists to Kannaga. Over the years, these settlers established cities that have grown quite large.

The Klingons maintain heavy patrols in the area and will intercept any vessel entering the system. If they grease the right palms, legitimate traders may be given the right to land and carry out trade. Seven Battle Groups are based directly at Kannaga, with many more passing through on a regular basis. Large numbers of ground troops are usually based here, with a major chunk of the planet being given over to training areas.

The Klingons are *very* cautious about allowing any non-Klingons into the area. When a trader is intercepted, his vessel will be required to pass a thorough inspection. Orion traders are allowed, but only if they have been first cleared by the Orions, who have been trading with the Klingons since the beginning of Kannaga's colonization. The black market is minimal on the planet, due to the intensive inspection of all vessels. The only known black market trade has been carried out with Klingon military vessels outside the planetary limits. The merchandise is then traded on-planet by the Klingons themselves. For those traders who can get past the screening process, tariffs are low.

**World Log: K'KAARR****System Data**

**System Name:** Lothos  
**Map Coordinates:** (12.5S 7 4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** X  
**Number of Satellites:** 0  
**Gravity:** 1.2G

**Size**

**Diameter:** 15,600 km  
**Equatorial Circumference:** 48,000 km  
**Total Surface Area:** 612,000,000 sq km  
**Percent Land Mass:** 4%  
**Total Land Area:** 24,480,000 sq km

**Surface Conditions**

**Length of Day:** 32 hours  
**Atmospheric Density:** Thick  
**General Climate:** Warm Temperate

**Mineral Content**

**Normal Metals:** 37  
**Radioactives:** 25  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** Klingon  
**Trade Profile:** EBDEFF C (X)

K'Kaarr is the Klingon base nearest to the Romulans, making it the scene of much intense fighting over the years. The Klingons maintain a primarily military presence here, with very few civilians. The small equatorial land masses have been transformed into barracks for Klingon ground troops. At any given time, there are at least ten Battle Groups in the system, with more passing nearby at all times.

The base imports nearly everything needed for its existence, usually through independent traders. The Klingons are using the independents to keep from draining their own supply, but, even so, all traders are scrutinized carefully. The black market is strong here, as most items in demand are also in short supply. Many of the largest black marketeers are Klingon officers who have been stationed here long enough to know the loopholes in the security system. Tariffs are moderate.

**World Log: K'TAZZA VII****System Data**

**System Name:** K'Tazza  
**Map Coordinates:** (10 2S 5 5E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VII  
**Number of Satellites:** 3  
**Gravity:** 1.3G

**Size**

**Diameter:** 16,900 km  
**Equatorial Circumference:** 52,000 km  
**Total Surface Area:** 663,000,000 sq km  
**Percent Land Mass:** 5%  
**Total Land Area:** 33,150,000 sq km

**Surface Conditions**

**Length of Day:** 30 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm Temperate

**Mineral Content**

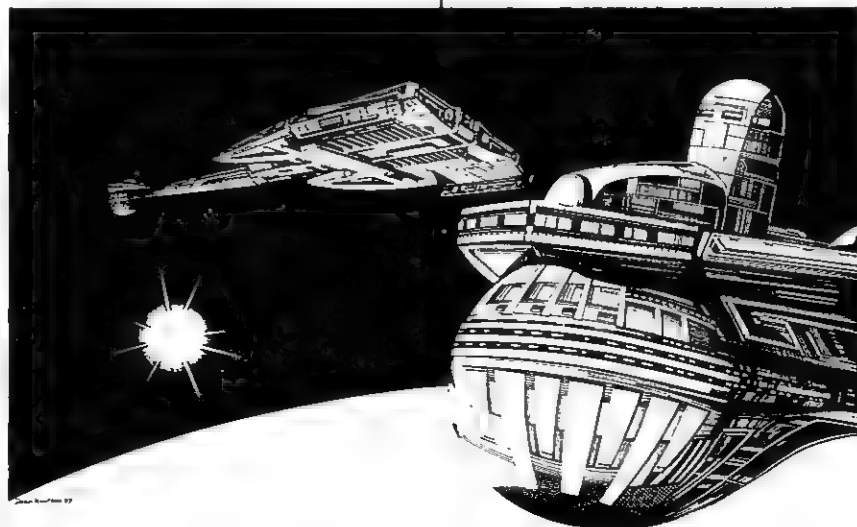
**Normal Metals:** 18  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** 9

**Cultural Data**

**Technological/Sociopolitical Index:** Klingon  
**Trade Profile:** CEFDEFF D (X)

The Klingons have only recently taken control of K'Tazza VII, where they maintain a small military base. Their original interest in the planet was due to its wide variety of water life, and they set up an extensive scientific colony here to study it. It was in the course of these studies that the Klingon scientists discovered a new form of mineral, which they have named Anutta, or 'that which glows'. Research has not yet uncovered what gives Anutta its unique phosphorescent properties, but the Klingons are excited about the possibilities it holds out for easy illumination.

The base has the usual Klingon trade restrictions and needs. The exportation of Anutta has also been forbidden.



**World Log: K'TINNAM II****System Data**

System Name: K'Tinnam  
 Map Coordinates: (10 8S 5 9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 3  
 Gravity: 1G  
**Size**  
 Diameter: 13,000 km  
 Equatorial Circumference: 40,000 km  
 Total Surface Area: 510,000,000 sq km  
 Percent Land Mass: 63%  
 Total Land Area: 321,300,000 sq km

**Surface Conditions**

Length of Day: 21 hours  
 Atmospheric Density: Thick  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 3  
 Radioactives: Trace  
 Gemstones: 13  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: DEFDEFF D (X)

A small military base was established here recently. Most materials and foodstuffs must be imported. The only exportable items are several varieties of gems. Unlike most Klingon border settlements, the planet is not off-limits to free traders, because K'Tinnam does not have the capacity to supply its own needs.

**World Log: LANTOS****System Data**

System Name: Agurrat  
 Map Coordinates: (12.15 7.1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: V  
 Number of Satellites: 0  
 Gravity: 1G  
**Size**  
 Diameter: 13,000 km  
 Equatorial Circumference: 40,000 km  
 Total Surface Area: 510,000,000 sq km  
 Percent Land Mass: 7%  
 Total Land Area: 35,700,000 sq km

**Surface Conditions**

Length of Day: 23 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm Temperate

**Mineral Content**

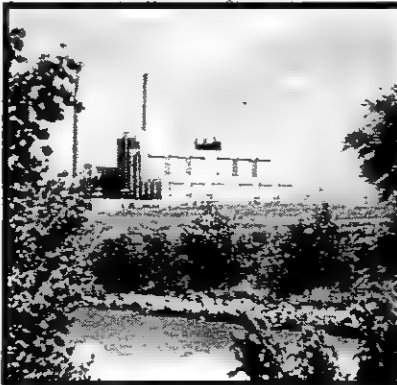
Normal Metals: 44  
 Radioactives: 21  
 Gemstones: 15  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: DCCDEFF D (E)

Lantos was settled by the Reverend Simpson and his followers, who were seeking religious freedom. The colony has been here a long time, but has recently been taken over by the Klingons. A large military base has been established already, with the promise of even more expansion. Six Battle Groups are stationed on Lantos, with no real ground forces, except a small contingent to maintain control of the colony. The Klingons have forced some of the colonists to grow foodstuffs for them. Other settlers have been pressed into mining the radioactives and gemstones found on the planet's small land masses.

These minerals form the sole basis of the planet's exports, all of which are shipped to the Klingon rear areas. The imports consist of materials needed to build a small base. Tariffs are non-existent, as nothing comes in unless it is approved by and needed by the Klingons. Reverend Simpson is still in control of the colonists. The Klingons have found that undue pressures do not work, as his followers are more than willing to be martyred. Since the Klingons need workers, they have had to relent in some of their policies.

**World Log: LAZARRA IV****System Data**

System Name: Lazarra  
 Map Coordinates: (10.5S 5.6E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 1  
 Gravity: 1.3G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq km  
 Percent Land Mass: 81%  
 Total Land Area: 537,030,000 sq km

**Surface Conditions**

Length of Day: 25 hours  
 Atmospheric Density: Thin  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 5  
 Radioactives: 4  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Trade Profile: EEEEEFF D (X)

Lazarra is used by the Klingons to train guerrilla forces for use the galaxy over. The forces trained here are many. The majority are Klingon officers who will then undergo cosmetic surgery to enable them to blend into the population. A great number of the trainees are outcasts and refugees who came willingly for training to 'get back' at their own world or society. The remainder of the trainees are those who have come for training to be used in warfare already taking place on their worlds. In return for training and material, the Klingons receive either payment, land, or another negotiated commodity.

Due to the fact that this planet is resource-poor and underdeveloped for anything but military training, almost everything needed must be imported. The Klingons will not allow any free traders on-planet. They do, however, maintain an in-system asteroid base where free traders may ply their goods. Tariffs are non-existent here, which is rare in any Klingon area. The exception comes about because the Klingons need to attract merchant vessels into this out-of-the-way system. The policy also gives the Klingons access to civilian vessels (some of which they control direct) to ferry individuals into and out of the training center. All imports are paid for in cash, as there are no exports.





**World Log: MARRAM IX**

<b>System Data</b>	
System Name:	Marram
Map Coordinates:	(12.3S 7.2E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	IX
Number of Satellites:	2
Gravity:	1.1G
<b>Size</b>	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	561,000,000 sq km
Percent Land Mass:	29%
Total Land Area:	162,690,000 sq km
<b>Surface Conditions</b>	
Length of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	36
Radioactives:	23
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	Klingon
Trade Profile:	BDEDEF C (E)

Marram is another recent Klingon acquisition, and it was a rather easy one. Marram had no military forces, being a research station supported by Federation grants. The colonists knew their chances of Klingon takeover were high, but they hoped vainly that the Klingons would not bother them because they were scientists. Many of the colonists died still believing that. The remaining colonists have been restricted to their base, with no one allowed off- or on-planet.

Imports are limited to subsistence items for the colonists, whom the Klingons are keeping alive for use as a bargaining chip with the Federation. Imports for the Klingons are the usual items needed to maintain a garrison. The black market here is small, as Klimmar, the Klingon military governor, is a very strict commander of his own troops, as well as the colonists. Tariffs are non-existent, as trade is minimal anyway.

Because the planet is near Romulan-controlled space, the Klingons are intent on building the planet into a strong base as soon as possible. Three Battle Groups are currently stationed in the system. A repair facility is being built, with the colonists being forced to assist in its construction. Sheila Jones, the colony leader, is cooperating, as that is the only way to ensure survival.

**World Log: MRAARDA**

<b>System Data</b>	
System Name:	Saurna
Map Coordinates:	(10.0S 5.3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	IX
Number of Satellites:	2
Gravity:	1G
<b>Size</b>	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq km
Percent Land Mass:	100%
Total Land Area:	510,000,000 sq km
<b>Surface Conditions</b>	
Length of Day:	20 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	45
Radioactives:	28
Gemstones:	18
Industrial Crystals:	7
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	Klingon
Trade Profile:	CBCEDEF C (C)

Mraarda is unique among worlds in that it is without any large bodies of water. Rather, the planet is one large rain forest. The unique ecology of the Mraarda includes large, mossy trees, which soak up the water as it falls. The moisture is then used by the plants, with the excess sent back into the air, where the cycle starts all over again. The only redeeming feature of this miserable planet is that it is mineral-rich. For this reason, the Klingons have been quick to send large numbers of workers to Mraarda to strip it of its resources.

To this end, the Klingons have turned Mraarda into a prison planet. The Klingon commander of the Work Project, as the Klingons call it, is the ruthless K'Zinh. K'Zinh was at one time an Admiral, in command of a large portion of the Romulan sector. In one of those all-too-frequent coups, however, he was convicted of treason by his staff. His past record is what ultimately saved him, if assignment to Mraarda can be considered being saved. K'Zinh runs a very secure planet, with excess guards used at all stations. There have been no escapes from the planet.

Trade is as one would expect on a prison planet. The workers grow most of the food needed. K'Zinh allows trade with non-Klingon sources, as do many of the military governors of Klingon-controlled planets. This is a necessity, because the Klingons are unable to produce enough of what is needed on their own. Most mechanical and electronic devices are imported, for the Klingons fear allowing the prisoners to become capable of anything more than extremely limited manufacturing.

**World Log: MRANG I**

<b>System Data</b>	
System Name:	Mrang
Map Coordinates:	(11 4S 6 3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	I
Number of Satellites:	0
Gravity:	.7G
<b>Size</b>	
Diameter:	9,100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	357,000,000 sq km
Percent Land Mass:	78%
Total Land Area:	278,460,000 sq km
<b>Surface Conditions</b>	
Length of Day:	22 hours
Atmospheric Density:	Thick
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	25
Radioactives:	23
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	Klingon
Trade Profile:	BCEDEF C (E)

Mrang has been under Klingon influence for quite a while, and is somewhat of an exception to the closedness of the Klingons. The planet's low gravity and tropical climate have combined to produce amazingly large fruit trees. The fruits of these trees are equally large, and have received an enthusiastic response in the trade world. Klingon taste buds do not appreciate the fruit's unique flavors, and so they are cultivating the plants and selling them to anyone who will buy in an effort to improve the tight cash squeeze caused by their military economy.

Tariffs are high on most incoming items, as the Klingons are attempting to build up their cash flow. The black market on the planet is quite extensive, but little trade is done in these fruits. Instead, the main items dealt with here are the daily necessities of the common laborer. Most of the work force consists of slave labor and Klingon criminals, who are given little beyond subsistence levels.



**World Log: QURELLET III****System Data**

System Name:	Qurellet
Map Coordinates:	(12 6S 7 3E)
Number of Class M Present:	1

**Planetary Data**

Position in System:	III
Number of Satellites:	1
Gravity:	6G
Size	
Diameter:	7,800 km
Equatorial Circumference:	24,000 km
Total Surface Area:	306,000,000 sq km
Percent Land Mass:	83%
Total Land Area:	253,980,000 sq km
Surface Conditions	
Length of Day:	22 hours
Atmospheric Density:	Thick
General Climate:	Cool Temperate

**Mineral Content**

Normal Metals:	50
Radioactives:	Trace
Gemstones:	16
Industrial Crystals:	Trace
Special Minerals:	Trace

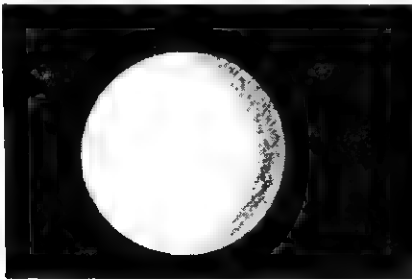
**Cultural Data**

Technological/Sociopolitical Index:	Klingon
Trade Profile:	BBEDEF B (C)

Qurellet has only recently come under Klingon rule. The system lies directly between the Klingon Star Base 2 and its Romulan counterpart. Because of this, the planet has been the scene of major conflict for many years, with the Qurelletans receiving covert Romulan support. The planet's large land and space forces could not hold out for long against a concentrated Klingon push, however. Qurellet is now in the process of rebuilding from these wars. The planet is under strict control, with all traffic being examined by Klingon troops.

Trade still does go on, even under these restrictions. The Klingons are attempting to build a strong defensive station here, and are using the planet's resources to trade with free traders. The black market is extensive on the planet. Much of the market is being used to support a growing rebel force being organized to create havoc with the Klingons. Rumors persist that the rebel force is being supplied by the Romulans. Tariffs are moderate on most incoming goods, but are high on any outbound goods not being purchased by the Klingons.

Landis Bolrann, the President of the planet, has become a puppet controlled by the Klingons. Bolrann's son, Jase, is reported to be the leader of Tranths, the rebel forces.

**World Log: RIBALD QUEST****System Data**

System Name:	Ribaldalia
Map Coordinates:	(9 7S 5 0E)
Number of Class M Present:	1

**Planetary Data**

Position in System:	III
Number of Satellites:	0
Gravity:	.9G
Size	
Diameter:	11,700 km
Equatorial Circumference:	36,000 km
Total Surface Area:	459,000,000 sq km
Percent Land Mass:	89%
Total Land Area:	408,510,000 sq km
Surface Conditions	
Length of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Desert

**Mineral Content**

Normal Metals:	8
Radioactives:	Trace
Gemstones:	17
Industrial Crystals:	Trace
Special Minerals:	Trace

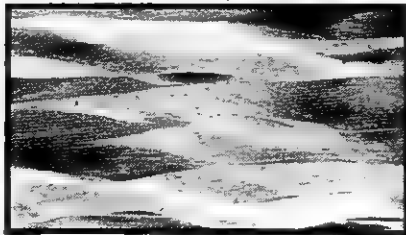
**Cultural Data**

Technological/Sociopolitical Index:	Klingon
Trade Profile:	BEEDFE B (C)

Ribald Quest was named by Luciano Questriano, a man with a sour sense of humor. He had been looking for the ideal colony world for his employers, a group of businessmen seeking worlds to colonize. At the time of its discovery, the planet was in neutral space. The Klingons now control the area, with Ribald Quest located just inside their sphere of influence. The planet has a large population, mostly agrarian. Although Klingon-controlled, the proximity to Federation and Orion space brings a great variety of travelers.

The planet relies on farm products and gemstones for its major exports. The grain grown in the unusual desert conditions is extremely hardy, and is exported to other worlds that are attempting to develop their own strains. The artisans of the planet are surpassed by few when it comes to cutting stones into flawless shapes. The primary imports are technological items the planet is not capable of producing. The black market is large here, with the planet's wide open spaces acting as bases for many Orion and other entrepreneurs. Most of this activity is limited to the outlying areas, with little activity in the metropolitan areas. Tariffs are low.

The planet is controlled by a Klingon military governor. The people are not allowed a representative government in any form. The Klingons have divided the planet into provinces, with military units in charge of each.

**World Log: VENERADT III****System Data**

System Name:	Veneradt
Map Coordinates:	(11 2S 6 2E)
Number of Class M Present:	1

**Planetary Data**

Position in System:	III
Number of Satellites:	1
Gravity:	6G
Size	
Diameter:	7,800 km
Equatorial Circumference:	24,000 km
Total Surface Area:	306,000,000 sq km
Percent Land Mass:	40%
Total Land Area:	122,400,000 sq km
Surface Conditions	
Length of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic

**Mineral Content**

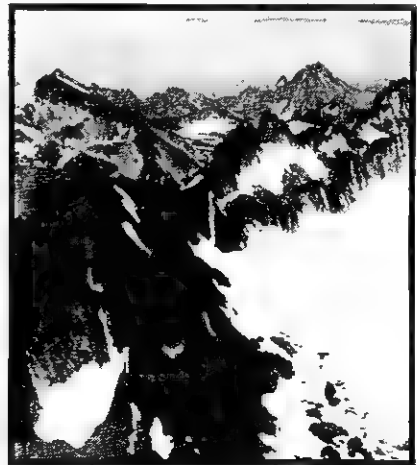
Normal Metals:	18
Radioactives:	30
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

**Cultural Data**

Technological/Sociopolitical Index:	Klingon
Trade Profile:	GFDFDF D (X)

Veneradt was originally a Romulan colony that died because of the harsh conditions. A Romulan search party sent to investigate the lack of communications forthcoming ran into a Klingon Battle Group. The Romulans were destroyed before they had a chance to carry out their search mission. To this day, the Romulans are unaware of the real fate of their colony. The Klingons now have established a military school and base here, with the emphasis on cold climate survival. Many of the Klingons are experiencing a fate similar to the Romulan colonists' in the harsh environment. Besides the cold, there are several varieties of hostile animals here, many of which are carnivorous. Many Klingons have set out in small parties, never to return.

Trade is highly dependent on free traders for supplies. Tariffs are low, with the black market extensive, especially in foodstuffs. Everything must be imported, and rationing is tight. The planet does have large amounts of radioactives, and two Orion families are currently licensed to mine these.



**World Log: VERIANNE III**

**System Data**

System Name: Verianne  
Map Coordinates: (11.9S 6.8E)  
Number of Class M Present: 1

**Planetary Data**

Position in System: III  
Number of Satellites: 2  
Gravity: 1G

**Size**

Diameter: 13,000 km  
Equatorial Circumference: 40,000 km  
Total Surface Area: 510,000,000 sq. km  
Percent Land Mass: 72%  
Total Land Area: 367,200,000 sq. km

**Surface Conditions**

Length of Day: 31 hours  
Atmospheric Density: Terrestrial  
General Climate: Desert

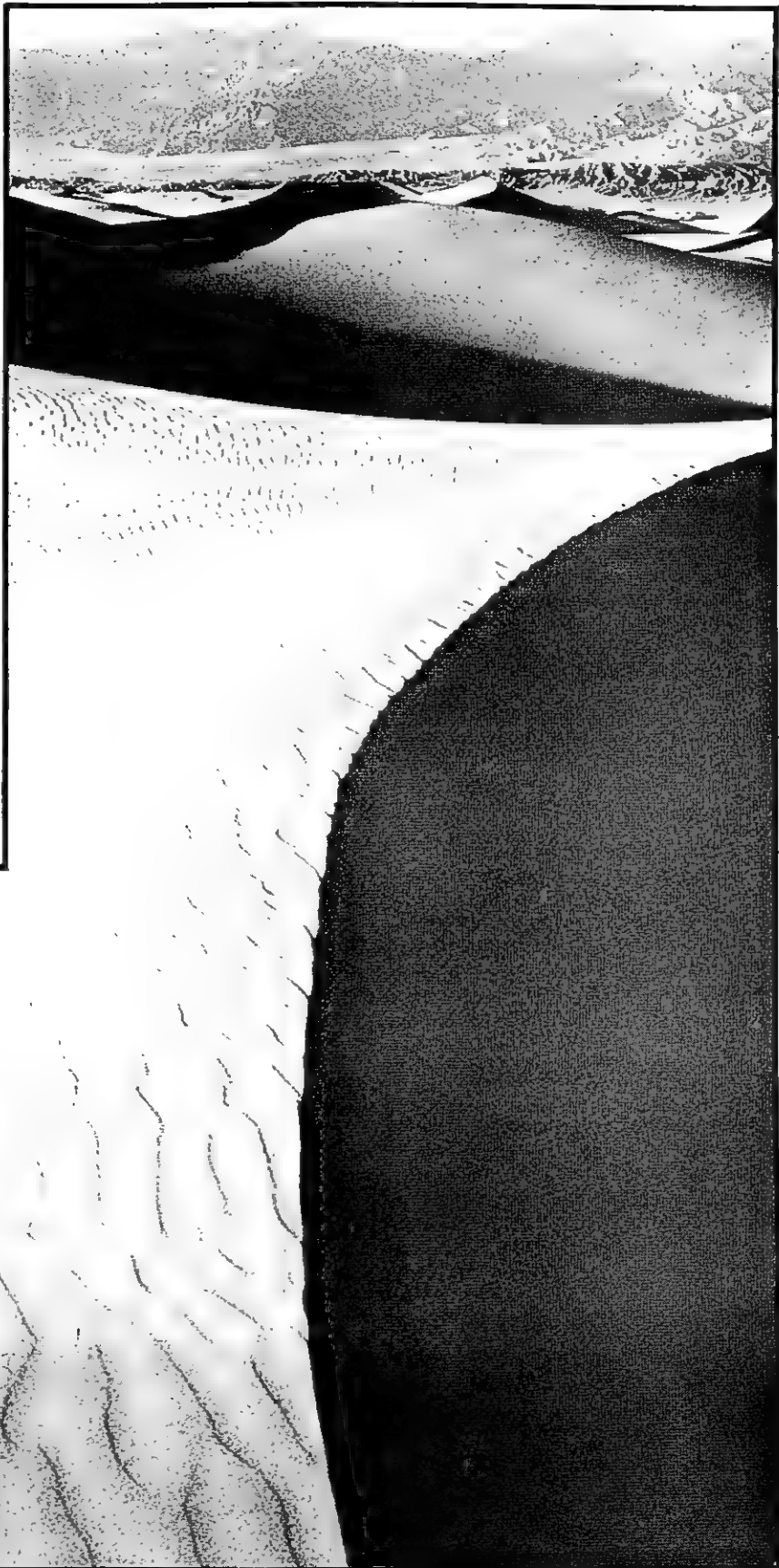
**Mineral Content**

Normal Metals: 9  
Radioactives: 24  
Gemstones: Trace  
Industrial Crystals: Trace  
Special Minerals: 15

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
Trade Profile: FEBDEF D (X)

Veraianne is a bleak, forbidding planet of ever-shifting sand dunes. Except for high-yield fossil fuels recently found by a Klingon landing party, the planet has little to offer. The Klingons intend to build a large base here to train troops for warfare on desert worlds, but, for the moment, there are only a few small mining settlements and a battalion of troops. The people of Verianne must import nearly all their needs, and so restrictions on traders are few. The black market is negligible solely because there are not enough people here yet to sustain one.





# Romulan Star Empire



## World Log: B'LEV I

<b>System Data</b>	
System Name:	B'lev
Map Coordinates:	(10 5S 7 3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	I
Number of Satellites:	1
Gravity:	.6 G
<b>Size</b>	
Diameter:	7800 km
Equatorial Circumference:	24,000 km
Total Surface Area:	306,000,000 sq km
Percent Land Mass:	22%
Total Land Area:	67,320,000 sq km
<b>Surface Conditions</b>	
Length of Day:	19 hours
Atmospheric Density:	Thin
General Climate:	Arctic
<b>Mineral Content</b>	
Normal Metals:	18
Radioactives:	Trace
Gemstones:	1
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999995-87
Trade Profile:	None

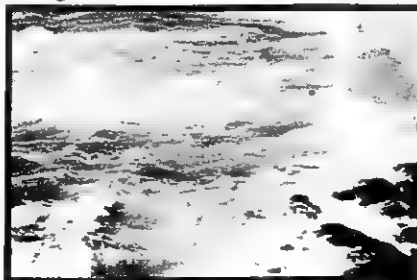
B'lev is the only planet circling its older, cooling, marginally-habitable star. It is distinguished only as the major communications relay connecting the Romulan holdings in the Lower Triangle with those in the Upper Triangle. There are only 50 to 70 Romulan military personnel assigned here permanently, with an orbital protection force comprised mostly of system defense ships not capable of warp drive. Being assigned here is usually an act of punishment, and so most so assigned live for the day they can get off this iceball and go home.



## World Log: BROZ

<b>System Data</b>	
System Name:	Stelam Deletham
Map Coordinates:	(9 7S 6 9E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	II
Number of Satellites:	3
Gravity:	.7 G
<b>Size</b>	
Diameter:	9100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	357,000,000 sq km
Percent Land Mass:	9%
Total Land Area:	32,130,000 sq km
<b>Surface Conditions</b>	
Length of Day:	32 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm temperate
<b>Mineral Content</b>	
Normal Metals:	38
Radioactives:	Trace
Gemstones:	7
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	122323-33
Trade Profile:	DABECC A (A)

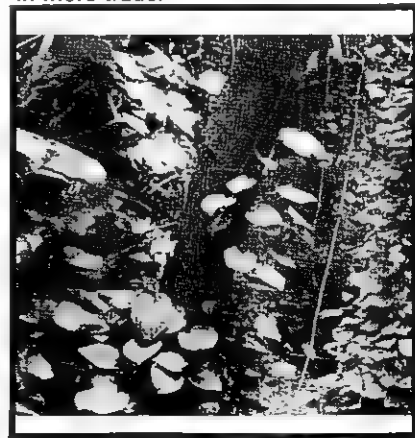
Broz is a waterworld with one island continent, inhabited by a primitive tribal group of semi-anthropoid beings who call themselves the Brozul. Initial Romulan Imperial surveys of the planet revealed the presence of metals used frequently in hull-strength alloys. It would have been possible to exterminate the Brozul, but the Romulans – critically short of manpower – chose another solution. They struck a deal with the native supreme shaman, Dizal. The Romulan mining group supplies Dizal with high-technology items that seem magical to his primitive people. With this edge (plus his friendship with the 'smooth gods', as the Romulans are known), Dizal keeps his people in line. In return, he provides labor for the Romulan mining effort. There are only about 50 Romulans on Broz at any one time, but a small orbital station equipped with ground bombardment weaponry is maintained in case Dizal should ever think about starting an uprising.



## World Log: BU'ULI TEV III

<b>System Data</b>	
System Name:	Bu'uli Tev
Map Coordinates:	(11 0S 7 2E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	3
Gravity:	1.1 G
<b>Size</b>	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	561,000,000 sq km
Percent Land Mass:	64%
Total Land Area:	359,040,000 sq km
<b>Surface Conditions</b>	
Length of Day:	20 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	2
Radioactives:	1
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999995-87
Trade Profile:	AEEFFGG B (E)

Bu'uli Tev's native plant life is quite unsophisticated and genetically inferior. Because of that, imported Romulan food crops are able to push the local flora aside and grow with virtually no tending. This small agricultural colony (150,000 residents, more or less) grows more vegetable-based food and textile material for export than many colonies ten times its size. The Star Empire intends to relocate another 250,000 colonists here over the next ten years, and to build a major starport to replace the current fairly crude facility. (No orbital drydock facilities or major repair equipment is currently available, for instance.) This is, of course, assuming the colony continues to have good growing seasons and exports continue to bring in more trade.



**World Log: CHAK****System Data**

System Name: #78.56 3 54 23 44  
 Map Coordinates: (10 1S 7 3E)  
 Number of Class M Present: Trace

**Planetary Data**

Position in System: IV  
 Number of Satellites: 0  
 Gravity: .7 G  
 Size  
 Diameter: 9100 km  
 Equatorial Circumference: 28,000 km  
 Total Surface Area: 357,000,000 sq. km  
 Percent Land Mass: 100%  
 Total Land Area: 357,000,000 sq. km

**Surface Conditions**

Length of Day: 32 hours  
 Atmospheric Density: None  
 General Climate: Airless

**Mineral Content**

Normal Metals: 8  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: 3

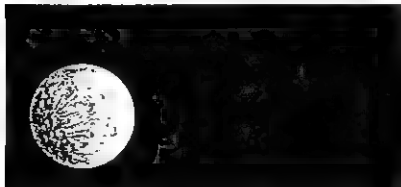
**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
 Trade Profile: None

Chak 'rock' is the airless moon of a gas giant planet in a system so undistinguished it is not even given a name in Romulan star atlases. It is simply known by its catalog number. The planet could not be of any possible importance to anyone, which is why it was selected as the site of a top secret Romulan military installation.

The surface station, supposedly a communications relay point, has an official personnel complement of six persons. Unofficially, 200 carefully selected Romulan officers and enlisted personnel (officially listed as 'killed in action' over the years) are permanent residents underground, working on advanced military research projects, including an improved plasma weapon, a starcracker bomb (that, if constructed, would be as big as a heavy cruiser and could induce a nova-like explosion), and the development of a super-warp engine (similar to the UFP trans-warp drive, but much less stable). The latter project is the only one really close to completion. (Best estimates say it will be ready to test within six years.)

The station is extremely expensive to maintain, because all important support functions must be concealed, and supply vessels must come and go under cloaking devices. Station security is perhaps the best in the galaxy. Even so, the project may be abandoned, as the Romulans simply cannot afford to maintain it much longer.

**World Log: CH'LESTAM VIII****System Data**

System Name: Ch'lestam  
 Map Coordinates: (9.0S 7.1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VIII  
 Number of Satellites: 2  
 Gravity: 1.1 G  
 Size  
 Diameter: 14,300 km  
 Equatorial Circumference: 44,000 km  
 Total Surface Area: 561,000,000 sq. km  
 Percent Land Mass: 59%  
 Total Land Area: 330,990,000 sq. km

**Surface Conditions**

Length of Day: 27 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm temperate

**Mineral Content**

Normal Metals: 19  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
 Trade Profile: CEFEFG B (D)

This agricultural world is maintained to supply mining and tradeworld operations in this part of the Triangle, but, in good years, it has enough surplus food production to export some of it. The principal crops are a Romulan grain similar to Terran wheat and a genetically-reengineered leafy plant called *steva*, whose edible fibers can be actually woven into various food textures and flavored like meat, fish, or whatever else one desires. The spaceport is small, but serviceable, and the world is open to trade, desiring advanced farm machinery most of all.

**World Log: D'KORNAM III****System Data**

System Name: D'kornam  
 Map Coordinates: (9 8S 7 3E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 1  
 Gravity: 1.4 G  
 Size  
 Diameter: 18,200 km  
 Equatorial Circumference: 56,000 km  
 Total Surface Area: 714,000,000 sq. km  
 Percent Land Mass: 37%  
 Total Land Area: 264,180,000 sq. km

**Surface Conditions**

Length of Day: 19 hours  
 Atmospheric Density: Thick  
 General Climate: Desert

**Mineral Content**

Normal Metals: 41  
 Radioactives: 9  
 Gemstones: 14  
 Industrial Crystals: Trace  
 Special Minerals: Trace

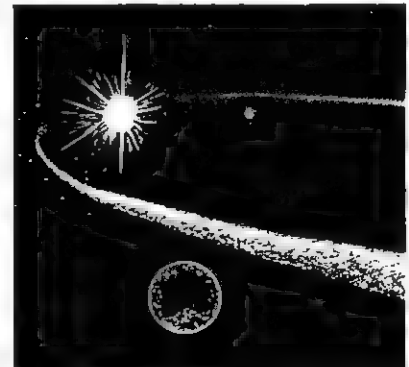
**Cultural Data**

Technological/Sociopolitical Index: None  
 Trade Profile: None

Named for the 'smoke ring' of mixed gases that surrounds the star (between the orbits of the second and third planet), the D'kornam colony once marked the farthest boundary of the Star Empire. During an early Klingon/Romulan skirmish, a Klingon terror expedition travelled secretly to D'kornam III and released an experimental biological agent that reshuffles the structure of DNA randomly, causing terrible and usually fatal changes to living things. Most life on D'kornam III died horribly within three days of exposure.

Surprisingly, some few lifeforms (about .01%) actually adapted to the plague effects. No one has ever seen these lifeforms (though they show up on orbital sensor scans done with automated equipment), and no one is ever likely to do so, as the plague is deadly to all DNA-based life.

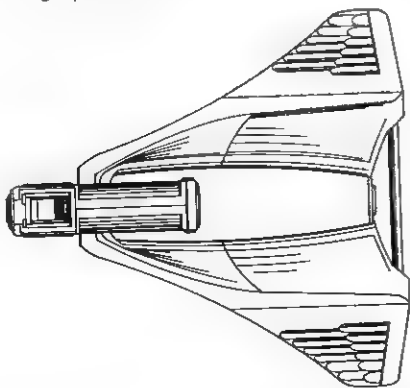
The planet is ringed by automated satellites intended to warn off approaching craft and to explode to destroy any craft that tries to LEAVE the world (to avoid spreading the contagion). Unfortunately, the last decade or so has seen many cutbacks in funding, and the satellite system is overdue for maintenance.



**World Log: D'LATTA IV**

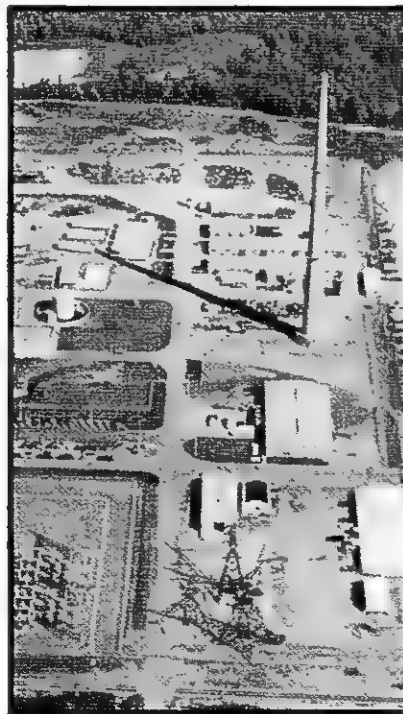
<b>System Data</b>	
System Name:	D'latta
Map Coordinates:	(8 1S / 2E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	IV
Number of Satellites:	1
Gravity:	.9 G
<b>Size</b>	
Diameter:	11,700 km
Equatorial Circumference:	36,000 km
Total Surface Area:	459,000,000 sq. km
Percent Land Mass:	26%
Total Land Area:	119,340,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	23 hours
Atmospheric Dens. ty.	Thick
General Climate:	Warm temperate
<b>Mineral Content</b>	
Normal Metals:	24
Radioactives:	17
Gemstones:	4
Industrial Crystals:	Trace
Special Minerals:	4
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999995-87
Trade Profile:	ECCDEEE C (X)

This world is somewhat inhospitable, due to its thick, soupy atmosphere, which requires breathing equipment during long exposures. It is of some use for mining, and the Star Empire claims it as a dilithium mining colony (though there is no known dilithium deposit). The real function of D'latta, however, is to serve as a target. Romulan military experts expect that a Federation attack, when and if it comes, will not come across the heavily-defended Neutral Zone. Instead, an 'end run' around the Zone and through the Triangle is expected. A number of large war vessels have been brought here under cloak, and are maintained in close solar orbit to escape sensor detection. Thus, some of the large cargo vessels coming in with 'mining equipment' are really carrying resupply. If the UFP does attack here (to destroy the mining operation), the ships can fight a delaying action, which will give the main Romulan force time to mobilize. Of course, the ships and crews of D'Latta have no hope to WIN such an engagement. They are volunteers who do not expect to survive. This system is closed to non-Romulans, ostensibly to protect the dilithium mining operation.

**World Log: FAN'CAM X**

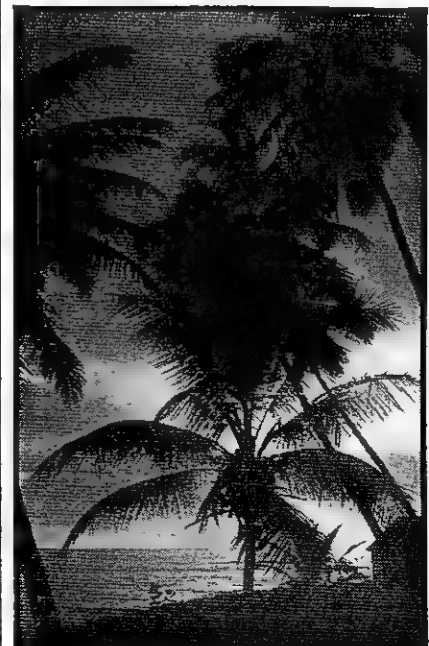
<b>System Data</b>	
System Name:	Fan'cam
Map Coordinates:	(10 8S / 3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	X
Number of Satellites:	3
Gravity:	.8 G
<b>Size</b>	
Diameter:	10,400 km
Equatorial Circumference:	32,000 km
Total Surface Area:	408,000,000 sq. km
Percent Land Mass:	70%
Total Land Area:	285,600,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	22 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool temperate
<b>Mineral Content</b>	
Normal Metals:	40
Radioactives:	12
Gemstones:	Trace
Industrial Crystals:	4
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999995-87
Trade Profile:	DBBDEEF C (D)

Fan'cam is an industrial planet whose colonization was subsidized by the Star Empire to gain an industrial foothold near the Mantiev systems. The planet is especially noted for munitions and weaponry manufacturing, and holds contracts with many Lower Triangle systems for weapons construction. It is on the verge of paying back the enormous investment to get it started, and the Imperial Senate is well pleased with the progress here.

**World Log: H'LASS**

<b>System Data</b>	
System Name:	Stelum Cles
Map Coordinates:	(8 7S / 2E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	3
Gravity:	1.1 G
<b>Size</b>	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	561,000,000 sq. km
Percent Land Mass:	64%
Total Land Area:	359,040,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	20 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	2
Radioactives:	11
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999995-87
Trade Profile:	DEBEFFF B (C)

H'llass 'charity' is a marginally profitable tradeworld owned by a 'private' Romulan corporation, and specializing as an intermediary in the sale of Romulan mining equipment. Other nearby tradeworlds offer more extensive facilities and a better selection of goods, so H'llass is, at best, a secondary stop. But the Star Empire offers subsidies to the parent company to keep H'llass open as a tradeport between the Star Empire and the nearby Independent Klingon States (IKS).



**World Log: KUURG DURL IV****System Data**

System Name: Kuurg Durl  
 Map Coordinates: (11.7S 7.2E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 1  
 Gravity: 1.1 G  
**Size**  
 Diameter: 14,300 km  
 Equatorial Circumference: 44,000 km  
 Total Surface Area: 561,000,000 sq. km  
 Percent Land Mass: 60%  
 Total Land Area: 336,600,000 sq. km

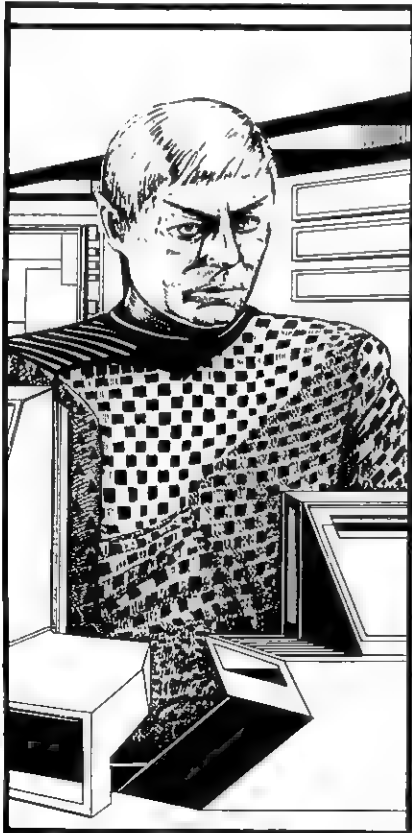
**Surface Conditions**  
 Length of Day: 27 hours  
 Atmospheric Density: Thick  
 General Climate: Tropical

**Mineral Content**  
 Normal Metals: 4  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
 Trade Profile: BDDEBDF B (C)

Now mostly agricultural, this was once one of the largest Klingon military compounds ever established. The Romulans took Kuurg Durl at a tremendous cost in men and material. Even now, long after the last 'official' Klingon/Romulan war, the planet's name has never been changed as a constant reminder to the Klingons that no fortress is truly unconquerable when it stands in the way of the Road to the Stars.

**World Log: LASUSTELVAN VI****System Data**

System Name: Lasustelvan  
 Map Coordinates: (8.3S 7.2E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VI  
 Number of Satellites: 0  
 Gravity: 1 G  
**Size**  
 Diameter: 13,000 km  
 Equatorial Circumference: 40,000 km  
 Total Surface Area: 510,000,000 sq. km  
 Percent Land Mass: 88%  
 Total Land Area: 448,800,000 sq. km

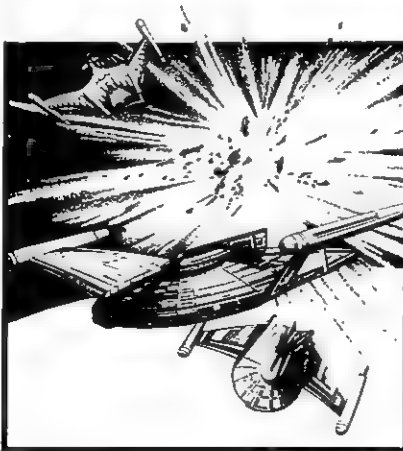
**Surface Conditions**  
 Length of Day: 20 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool temperate

**Mineral Content**  
 Normal Metals: 6  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: 4  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
 Trade Profile: None

This system was the focus of a major battle of the UFP/Romulan war. Plagued by communication and navigation problems, fleet leader Lasus led a Romulan convoy into it, thinking it an empty, therefore safe, haven. In actuality, Lasus had come upon a known Federation resupply point. The Romulan convoy was heavily outnumbered and destroyed. Years after the war, Romulan mining operations have begun to move back into the area. Surprisingly, the sixth planet of the system has small deposits of crystalline dilithium, which is very hard to find in Romulan space. A small but important mining operation is now established, defended by a small detachment of troops and ships. For security reasons, non-Romulan vessels are not allowed here.

**World Log: MANDUKISIVAS****System Data**

System Name: Mandukam  
 Map Coordinates: (9.5S 7.3E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VI  
 Number of Satellites: 0  
 Gravity: 1.3 G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq. km  
 Percent Land Mass: 79%  
 Total Land Area: 523,770,000 sq. km

**Surface Conditions**  
 Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm temperate

**Mineral Content**  
 Normal Metals: 33  
 Radioactives: 10  
 Gemstones: 2  
 Industrial Crystals: Trace  
 Special Minerals: 12

**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
 Trade Profile: CCCDEFG B (C)

This Romulan colony world whose name means 'the one who is watched' has a history of unrest unmatched in the Star Empire among worlds with no native non-Romulan population. Of course, what the Romulans consider as 'unrest' would be akin to 'blind obedience' elsewhere. The trouble has mainly consisted of resistance by certain Romulan families living here to the diversion of most of the planet's resources (agricultural and mineral) to the war effort, first against the Klingons, then against the Federation. The Bresasam Sivas (local Senate) believes that the planet cannot make a full contribution to building the 'Road to the Stars' if its resources are so often stripped and used for outworld wars. They would prefer to keep the fruits of their labors at home until the planet can be fully developed enough to make an important contribution.

The colony's location near an important Romulan starbase makes the Imperial Senate nervous. It has been only two years since the The Mandukisivas Bresasam Sivas was released from under an Imperial Restriction order that removed their direct control over their own world's resources. The locals resent this intrusion, and the new local Senate is not likely to be any more willing to turn over control of exports in wartime than the last government.



**World Log: M'LAVOLEM****System Data**

**System Name:** Stelam Diol (Binary)  
**Map Coordinates:** (9 0S 7.3E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** II  
 (around Stelam Diol II)  
**Number of Satellites:** 0  
**Gravity:** 1.4 G

**Size**

**Diameter:** 18,200 km  
**Equatorial Circumference:** 56,000 km  
**Total Surface Area:** 714,000,000 sq. km  
**Percent Land Mass:** 0%  
**Total Land Area:** 0 sq. km

**Surface Conditions**

**Length of Day:** 31 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm temperate

**Mineral Content**

**Normal Metals:** 7  
**Radioactives:** 14  
**Gemstones:** Trace  
**Industrial Crystals 0**  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-87  
**Trade Profile:** BFDICDG B (E)

The Stelam Diol system features a central red giant star with an orbiting white dwarf companion. The water-covered world of M'lavolem hosts a unique Romulan experimental agricultural station, constructed completely underwater. Originally, the station itself could be reached only by aquatic shuttlecraft. Recently, though, an artificial island has been constructed to act as a landing facility for small cargo craft (under 40,000 tons) and a transporter relay station. This investment was made because the aquafarming methods used by the Romulans are working so well that the station is ready to export some of the surplus production.

**World Log: NAVASSA V****System Data**

**System Name:** Navassa  
**Map Coordinates:** (11 3S 7.3E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** V  
**Number of Satellites:** 0  
**Gravity:** 1.3 G

**Size**

**Diameter:** 16,900 km  
**Equatorial Circumference:** 52,000 km  
**Total Surface Area:** 663,000,000 sq. km  
**Percent Land Mass:** 16%  
**Total Land Area:** 106,080,000 sq. km

**Surface Conditions**

**Length of Day:** 24 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm temperate

**Mineral Content**

**Normal Metals:** 48  
**Radioactives:** 13  
**Gemstones:** Trace  
**Industrial Crystals 0**  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-87  
**Trade Profile:** BBBCEEG B (D)

The land mass of this world is spread out as millions of small islands, none bigger than Oahu in the Hawaiian Islands on Terra. The colonial population is distributed over all the islands, and mostly is engaged in large scale fishing operations. Navassa V sailors are among the best in the Star Empire, and Navassa-trained seamen are in demand wherever there are maritime industries.

**World Log: RENARVASAM****System Data**

**System Name:** Restelam  
**Map Coordinates:** (12.3S 7.4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VII  
**Number of Satellites:** 3  
**Gravity:** .8 G

**Size**

**Diameter:** 10,400 km  
**Equatorial Circumference:** 32,000 km  
**Total Surface Area:** 408,000,000 sq. km  
**Percent Land Mass:** 15%  
**Total Land Area:** 61,200,000 sq. km

**Surface Conditions**

**Length of Day:** 30 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Desert

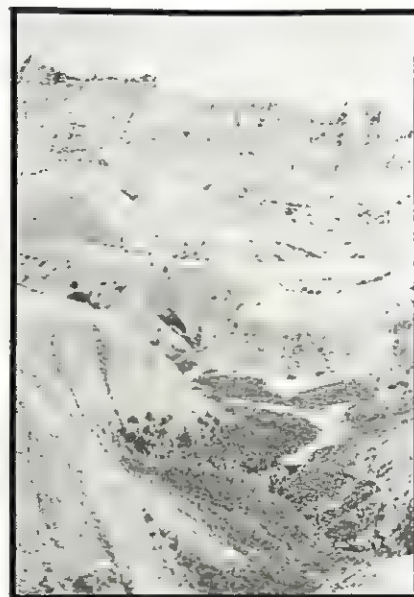
**Mineral Content**

**Normal Metals:** 13  
**Radioactives:** 7  
**Gemstones:** Trace  
**Industrial Crystals:** 8  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-87  
**Trade Profile:** GCCECEG B (D)

This mining planet whose name means 'freedom's nest' is not as rich or hospitable as other such worlds of the Star Empire, but its retention by the Romulans is a matter of pride. The Star Empire forces, led by S'Laktas' heroic ancestor Larktas, held this world against overwhelming odds during the last Romulan/Klingon war. Those who make a difficult living here are sworn that it will remain eternally Romulan soil. Thousands died to back up that oath in the last conflict. Though it has been many years since that battle, today's residents of Renarvasam are as willing to fight as their predecessors. Anti-Klingon spirit remains very strong.





**World Log: R'LIMAM VIII****System Data**

**System Name:** R'limam  
**Map Coordinates:** (9.7S 7.1E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VIII  
**Number of Satellites:** 1  
**Gravity:** .8G

**Size**

**Diameter:** 10,400 km  
**Equatorial Circumference:** 32,000 km  
**Total Surface Area:** 408,000,000 sq. km  
**Percent Land Mass:** 84%  
**Total Land Area:** 342,720,000 sq. km

**Surface Conditions**

**Length of Day:** 24 hours  
**Atmospheric Density:** Thick  
**General Climate:** Arctic

**Mineral Content**

**Normal Metals:** 49  
**Radioactives:** Trace  
**Gemstones:** 18  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** None  
**Trade Profile:** None

**World Log: R'O II****System Data**

**System Name:** R'o  
**Map Coordinates:** (12.1S 7.4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** II  
**Number of Satellites:** 0  
**Gravity:** .7G

**Size**

**Diameter:** 9100 km  
**Equatorial Circumference:** 28,000 km  
**Total Surface Area:** 357,000,000 sq. km  
**Percent Land Mass:** 23%  
**Total Land Area:** 82,110,000 sq. km

**Surface Conditions**

**Length of Day:** 22 hours  
**Atmospheric Density:** Thin  
**General Climate:** Warm temperate

**Mineral Content**

**Normal Metals:** 35  
**Radioactives:** 1  
**Gemstones:** 16  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-87  
**Trade Profile:** ECCFBFG C (E)

**World Log: T'VANT VI****System Data**

**System Name:** T'vant  
**Map Coordinates:** (11.7S 7.4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VI  
**Number of Satellites:** 2  
**Gravity:** 1G

**Size**

**Diameter:** 13,000 km  
**Equatorial Circumference:** 40,000 km  
**Total Surface Area:** 510,000,000 sq. km  
**Percent Land Mass:** 27%  
**Total Land Area:** 137,700,000 sq. km

**Surface Conditions**

**Length of Day:** 25 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Arctic

**Mineral Content**

**Normal Metals:** 18  
**Radioactives:** 15  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** 5

**Cultural Data**

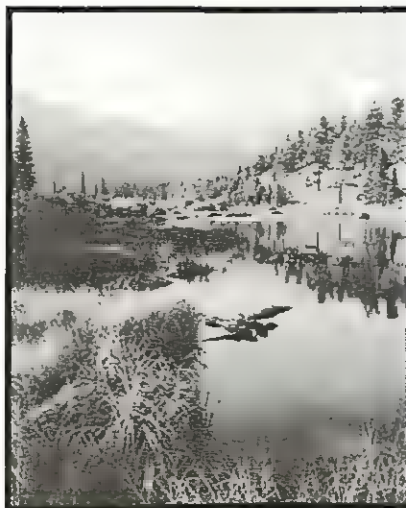
**Technological/Sociopolitical Index:** 999995-87  
**Trade Profile:** GCAFCF B (E)

This planet shows promise for gemstone and hullmetal mining, but the harsh conditions would make it necessary to expend a great deal of effort and money to get started. The Romulan Star Empire has claimed this world, even though they cannot afford to invest in a permanent facility here at this time. It is rumored that somewhere under the thick atmosphere and icy covering of this world is a major pirate base (the stories conflict as to whether Klingon or Human) that the Romulans haven't gotten around to cleaning out yet. (In fact, such a base did exist, but the mixed group of renegade Klingon and Human pirates were killed in an ice avalanche. Their equipment, some loot, and two intact pirate vessels still remain in a hidden cavern. A few old pirates know the location, but won't take the risk of trying to recover the stuff from under the Romulans' noses.

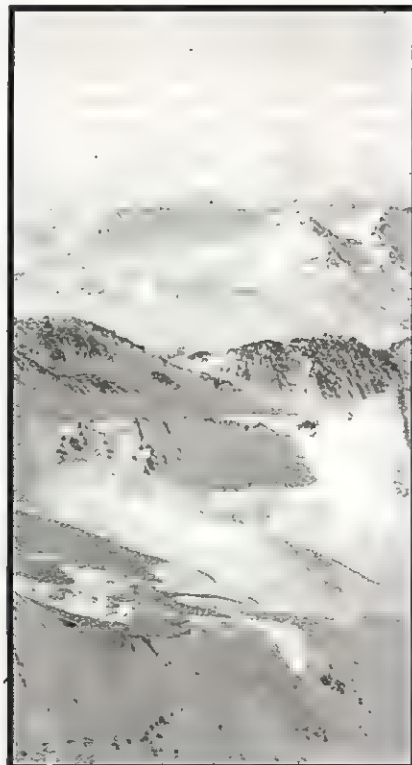


The thin air of R'o II is tolerated by the pioneering mining families here because of the recent rich gemstone strikes in the R'o highlands. The low-lying valley settlements have air dense enough to be breathed by the colonists, who are used to it, but offworlders often have to resort to breathing aids. Even the natives need breathing aids in the highlands where the mining takes place. Once, the sensor-detected gemstone wealth of the planet was all in unreachable deep deposits. Late last year, however, severe earthquake activity shifted certain planes of rock, making mining of some deposits possible.

It is considered likely by most Romulan geologists that the unstable planetary geological base will shift again in the next few years, producing devastating earthquakes. Nevertheless, the miners of R'o think the potential wealth of gemstones to be gained outweighs the dangers of living on what is, essentially, a geological time bomb.



This world is a bit far out from its sun for comfort, but the closer planets are either gas giants or have unbreathable atmospheres. It is rich in radioactives in at least two surveyed spots, with mining operations at these two sites continuing for a number of years. The two sites are on different continents, and both have minimal spaceport facilities.



**World Log: YEL'CAMAC****System Data**

System Name: Stelam R'talus  
Map Coordinates: (9.4S 6.9E)  
Number of Class M Present: 1

**Planetary Data**

Position in System: 4  
Number of Satellites: 4  
Gravity: 1.2 G

**Size**

Diameter: 15,600 km  
Equatorial Circumference: 48,000 km  
Total Surface Area: 612,000,000 sq. km  
Percent Land Mass: 38%  
Total Land Area: 232,560,000 sq. km

**Surface Conditions**

Length of Day: 26 hours  
Atmospheric Density: Terrestrial  
General Climate: Cool temperate

**Mineral Content**

Normal Metals: 4  
Radioactives: 7  
Gemstones: 17  
Industrial Crystals: 1  
Special Minerals: Trace  
Industrial Crystals: 8  
Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-87  
Trade Profile: GCCECEG-B (D)

The gemstone mines of Yel'camac provide a good deal of income for the Star Empire's coffers in this area. The single viable mine opened so far produces 64% of the gem-quality yellow firecrystals sold outside the UFP. (Import of firecrystals, along with most everything else, from Romulan planets to the UFP is forbidden by UFP law.) A deposit of the rarer red flamecrystals was sold through Orion merchants, but the deposit played out quickly. Much effort is being put into enlarging the scope of the geological sampling effort, in hopes of finding another deposit of the more valuable stones. Meanwhile, the small but well-equipped port facility is busy with Orion ships, and the inevitable UFP-based smugglers trying to bring the gems illegally into the Federation. Yel'camac means 'bright stone'.



# Affiliation Of Outer Free Worlds

## World Log: ARCHIBALD II

<b>System Data</b>	
System Name:	Archibald
Map Coordinates:	(9.2S 5.8E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	II
Number of Satellites:	1
Gravity:	1.4 G
<b>Size</b>	
Diameter:	18,200 km
Equatorial Circumference:	56,000 km
Total Surface Area:	714,000,000 sq. km
Percent Land Mass:	37%
Total Land Area:	264,180,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	19 hours
Atmospheric Density:	Thick
General Climate:	Desert
<b>Mineral Content</b>	
Normal Metals:	38
Radioactives:	16
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999784-87
Planetary Trade Profile:	EBCFDBF/A (C)

The economy is based on light manufacturing, powered by solar accumulators constructed in the extensive desert areas. Most living space is underground where the thick, though breathable, atmosphere can be cooled and conditioned for comfort.

A mix of Human and Tellarite settlers founded this industrial colony; because an earlier attempt to colonize this world failed, Archibald natives consider themselves a hardier breed of pioneer. All natives, but particularly the Tellarites, resent the jeering nickname 'Baldies' applied to them.



## World Log: BAKER'S WORLD

<b>System Data</b>	
System Name:	Baker's Star
Map Coordinates:	(9.5S 6.2E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	VI
Number of Satellites:	2
Gravity:	.6G
<b>Size</b>	
Diameter:	7800 km
Equatorial Circumference:	24,000 km
Total Surface Area:	306,000,000 sq. km
Percent Land Mass:	18%
Total Land Area:	55,080,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	33
Radioactives:	22
Gemstones:	6
Industrial Crystals:	Trace
Special Minerals:	12
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999994-87
Planetary Trade Profile:	DDCFEFG A (B)

Baker's World, with its fine spaceport at Bakersville, is capital and hub of the AOFW, and it is the source of the unofficial name 'Baker's Dozen' applied to the alliance. This tradeworld is rich in mineral wealth, though much of it is in deep deposits. Its open trade policies are intended to bring in the money to develop the planet's resources.

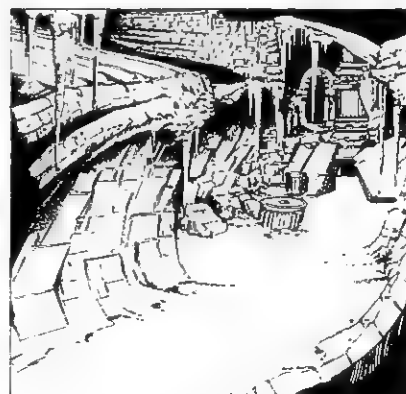
The inhabitants of Baker's World are proud of their planet and their government. There is virtually no hardcore criminal element, and there are few restrictions on free expression. Though the government is openly representative, the residents are perfectly happy to let the executive control rest with Council President Willis J.F. Baker, latest in the popular and highly charismatic Baker dynasty of leaders and statesmen. President Baker also serves as leader of the AOFW Council.



## World Log: COLIL V

<b>System Data</b>	
System Name:	Colil
Map Coordinates:	(9.2S 6.3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	V
Number of Satellites:	2
Gravity:	1 G
<b>Size</b>	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000 sq. km
Percent Land Mass:	90%
Total Land Area:	459,000,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	30 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic
<b>Mineral Content</b>	
Normal Metals:	16
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	1
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	None
Planetary Trade Profile:	None

Cold, dry, inhospitable Colil V is the site of extensive Preserver ruins, located under the ice, and it has no population other than the scientific station. Unauthorized traffic is prohibited within 1 parsec of the planet, the protected status of the world being backed up by Star Fleet, which has a unique arrangement with the AOFW allowing the vessels and crews to be commanded by AOFW naval officers. The AOFW Science Council allows small, unarmed scientific research teams to inspect the ruins, but only those from cultures that have legitimate claim to Preserver interaction. Delegations from the UFP, Klingon Empire, Romulan Star Empire, Orion Colonies, AOFW, and Vulcan Science Council are resident, along with a large guard force provided by the AOFW.



**World Log: DEVOTION****System Data**

**System Name:** Covenant  
**Map Coordinates:** (9 7S 6 2E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** IX  
**Number of Satellites:** 0  
**Gravity:** .6G

**Size**

**Diameter:** 7800 km  
**Equatorial Circumference:** 24,000 km  
**Total Surface Area:** 306,000,000 sq. km  
**Percent Land Mass:** 86%  
**Total Land Area:** 263,160,000 sq km

**Surface Conditions**

**Length of Day:** 17 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 43  
**Radioactives:** Trace  
**Gemstones:** 16  
**Industrial Crystals:** Trace  
**Special Minerals:** 1

**Cultural Data**

**Technological/Sociopolitical Index:** 453695-94  
**Planetary Trade Profile:** ABAFECA D (D)

**World Log: FOUNTAINWORLD****System Data**

**System Name:** Cristl  
**Map Coordinates:** (9.4S 5.9E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** II  
**Number of Satellites:** 2  
**Gravity:** .8G

**Size**

**Diameter:** 10,400 km  
**Equatorial Circumference:** 32,000 km  
**Total Surface Area:** 408,000,000 sq km  
**Percent Land Mass:** 56%  
**Total Land Area:** 228,480,000 sq km

**Surface Conditions**

**Length of Day:** 21 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 14  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999994-87  
**Planetary Trade Profile:** GEEFEG D (D)

**World Log: HOOT****System Data**

**System Name:** Hollar  
**Map Coordinates:** (9 4S 6 4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VIII  
**Number of Satellites:** 0  
**Gravity:** .7 G

**Size**

**Diameter:** 9100 km  
**Equatorial Circumference:** 28,000 km  
**Total Surface Area:** 357,000,000 sq km  
**Percent Land Mass:** 23%  
**Total Land Area:** 82,110,000 sq km

**Surface Conditions**

**Length of Day:** 22 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Warm Temperate

**Mineral Content**

**Normal Metals:** 33  
**Radioactives:** 10  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** 4

**Cultural Data**

**Technological/Sociopolitical Index:** 999994-87  
**Planetary Trade Profile:** ACDFFE B (B)

This agricultural planet is settled by The Children Of The Covenant, a splinter religious sect, and is the religious movement's central headquarters.

Founded on Terra, the sect prohibits the use of advanced technology for manufacturing and agriculture. Advanced machinery for agriculture and manufacturing is forbidden on Devotion, as are advanced measuring devices. The craftsmen among the Children seem to be preternaturally patient and precise in their work with handcrafts, capable of microprecise manipulation impossible for most Humans.

The religious movement sends missionaries, called Guiders, as representatives to Human and alien civilizations throughout the known galaxy. The Children Of The Covenant believe that Humans were the 'First Created' and therefore have a responsibility to teach wisdom to all other races. This somewhat condescending attitude makes them somewhat unpopular among non-Humans.



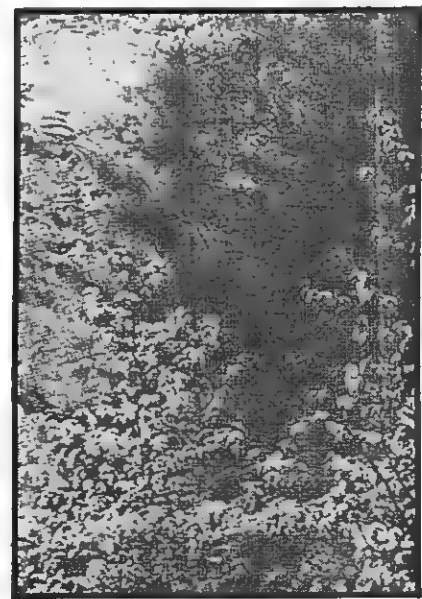
The land area of most of Fountainworld's main continent is covered with spa-like mineral springs. Fountainworld's water is said to have medicinal qualities of great magnitude, though analysis reveals nothing more than unusual purity. Nevertheless, tourists flock to Fountainworld from all over this area to enjoy the gentle climate, plush hotels, and, of course, the water.

Most of the economic power rests in the hands of the descendants of the original Human settlers, even though the Orions have developed much of the planet's tourism. The native Fountainworlders have managed to keep the Orions from gaining too much political power by cleverly playing the Orion families against each other.



Hoot, a member of the AOFW, has no trade restrictions, and, hence, no black market. Its major export is foodstuffs, especially the meat of giant Hoot Mountainbeasts. Governments are largely territorial, but most maintain the pretense, at least, of a representative structure. The largest city, Corbie, has an excellent spaceport.

Hoot is wild and woolly, even by Triangle standards. Originally a penal colony, the originating worlds long ago abandoned any hope of controlling the planet's affairs. The social environment is much like the American Old West of legend. The 'law' on Hoot is administered by whoever is best with a phaser. A complex code of personal ethics governs everyday life, requiring a person to fight his own battles and treat with respect and deference those who are faster, tougher, or luckier.



**World Log: JAV VII****System Data**

**System Name:** Jav  
**Map Coordinates:** (9.4S 6.1E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** VII  
**Number of Satellites:** 0  
**Gravity:** 1.3 G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq km  
 Percent Land Mass: 48%  
 Total Land Area: 318,240,000 sq km

**Surface Conditions**

**Length of Day:** 26 hours  
**Atmospheric Density:** Thin  
**General Climate:** Warm Temperate

**Mineral Content**

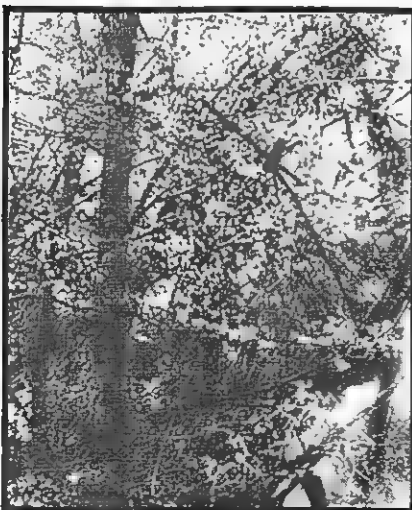
**Normal Metals:** 9  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999994 B (6)  
**Planetary Trade Profile:** CEFGDEG B (C)

This tradeworld is a member of the AOFW. As with most tradeworlds, there are no tariffs or import/export duties. The world economy is supported by taxes and rents. Both individuals and corporations are taxed, and rents are collected from land leased to trade associations, trading firms, and the support businesses required by such a trade center.

Jav is wholly owned and operated by the Jav Freetrade Corporation, chartered on Andor and traded on the UFP Stock Exchange. Investors in the corporation are mostly happy, because a good share of the increasing amount of Triangle trade moves through the main port of Javlisig. Orion tradeworlds of the Turnstile cut into Jav profits often, however, and the Jav Freetrade Corporation is attempting vigorously to remain competitive as a trade center. Cooperation between Baker's World and Jav has proved to be a help in this, as has membership in the AOFW.

**World Log: MARTIN'S STAR III****System Data**

**System Name:** Martin's Star  
**Map Coordinates:** (9.8S 6.4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** III  
**Number of Satellites:** 2  
**Gravity:** 1.5 G  
**Size**  
 Diameter: 19,500 km  
 Equatorial Circumference: 60,000 km  
 Total Surface Area: 765,000,000 sq km  
 Percent Land Mass: 21%  
 Total Land Area: 160,650,000 sq km

**Surface Conditions**

**Length of Day:** 31 hours  
**Atmospheric Density:** Thin  
**General Climate:** Arctic

**Mineral Content**

**Normal Metals:** 11  
**Radioactives:** Trace  
**Gemstones:** 20  
**Industrial Crystals:** Trace  
**Special Minerals:** 5

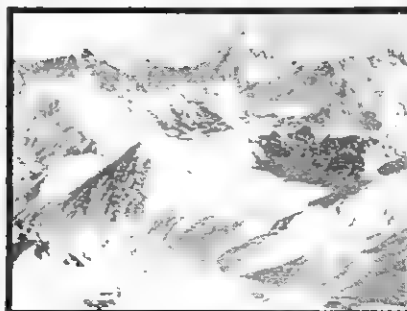
**Cultural Data**

**Technological/Sociopolitical Index:** 999994-87  
**Planetary Trade Profile:** FBDFFEG A (E)

Martin's Star III is the major source for high-quality cobalt thermgems, a rare and highly-prized gemstone that can form only at low temperatures. The extreme climate on Martin's Star, and on the few other worlds where the gems occur, makes mining difficult and dangerous.

Thus, the population of Martin's Star III comprises fewer than 10,000 individuals. These are all miners, their families, or support personnel. Mine security is very tight, and visitors are prohibited except by special arrangement. Because a single gem-quality stone can be worth up to 100,000 credits or more when cut and polished, fortunes can be and have been made here, but many miners die in the bitter cold. Many others fail to make a strike and go bankrupt trying to mine enough to pay for their expensive protective gear and cold-proof equipment.

Claims are passed down as legacies from generation to generation, with planetary law prohibiting sale of a claim to anyone except current claimholders. Sale of gemstones, except through the Miner's Association, is also prohibited. It is believed that the powerful Miner's Association maintains a large stockpile of the jewels, selling them only sparingly to keep the price up.

**World Log: MAZE****System Data**

**System Name:** Zee  
**Map Coordinates:** (9.6S 6.3E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** V  
**Number of Satellites:** 0  
**Gravity:** 1.2 G  
**Size**  
 Diameter: 15600 km  
 Equatorial Circumference: 48,000 km  
 Total Surface Area: 612,000,000 sq km  
 Percent Land Mass: 10%  
 Total Land Area: 61,200,000 sq km

**Surface Conditions**

**Length of Day:** 21 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 47  
**Radioactives:** 21  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** 8

**Cultural Data**

**Technological/Sociopolitical Index:** 999794-87  
**Planetary Trade Profile:** FABGBDF D

This industrial world is noteworthy for the endless miles of canyons bounded by mountains that give it its name. The metallic content of these mountains is close to the surface and easily mined, and active volcanic channels have been tapped for endless reserves of geothermal power.

Maze was called "the strong arm of the Void" by the Baker's World poet Lee Chan. It is not a green and fertile world, but its work-hardened inhabitants would not wish to live elsewhere. Family pride is important here, and there is a strong work ethic. Trade in purely luxury items is uncommon, as the residents engage in simple leisure activities, disdaining 'soft' living.

A world-wide problem with addiction to steroid-like drugs that build physical strength and endurance at the expense of intellect is said to worry the planetary government a great deal. Such drugs are highly illegal, and smuggling of such drugs can bring the only death penalty left on the books on Maze.



**World Log: MORNING GARDEN****System Data**

System Name: Reason's Beacon  
 Map Coordinates: (9.7S 6.6E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 1  
 Gravity: .7 G  
**Size**  
 Diameter: 9100 km  
 Equatorial Circumference: 28,000 km  
 Total Surface Area: 357,000,000 sq. km  
 Percent Land Mass: 14%  
 Total Land Area: 49,980,000 sq. km

**Surface Conditions**

Length of Day: 28 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 47  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: 0

**Cultural Data**

Technological/Sociopolitical Index: 999998-97  
 Planetary Trade Profile: AAEDFEE/C (C)

Morning Garden, settled by a pacifistic sect of mixed Terran Orientals and Vulcans, depends economically on fishing and agriculture, including cultivation of aquatic plantlife. Violence is abhorrent to the nature of the inhabitants, who will not tolerate violent behavior in any form and deport immediately those who show violent tendencies. Klingons are unwelcome as a planetwide policy because of repeated incidents of violence between them and other visiting outworlders.

Morning Garden's ruling body, The Gathering of Advisors, is currently considering affiliation with the AOFW. It has agreed in principle to trade and mutual protection treaties with the AOFW, and these are in force presently. UFP and Orion negotiators also are courting Morning Garden, however. The government, like the populace, does not make decisions lightly or quickly, and it is likely to be several years before a final decision is reached.

**World Log: NEW NEW ABERDEEN****System Data**

System Name: Halien  
 Map Coordinates: (9.2S 6.1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 2  
 Gravity: 1.5 G  
**Size**  
 Diameter: 19,500 km  
 Equatorial Circumference: 60,000 km  
 Total Surface Area: 765,000,000 sq. km  
 Percent Land Mass: 50%  
 Total Land Area: 382,500,000 sq. km

**Surface Conditions**

Length of Day: 27 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 28  
 Radioactives: 26  
 Gemstones: Trace  
 Industrial Crystals: 1  
 Special Minerals: Trace

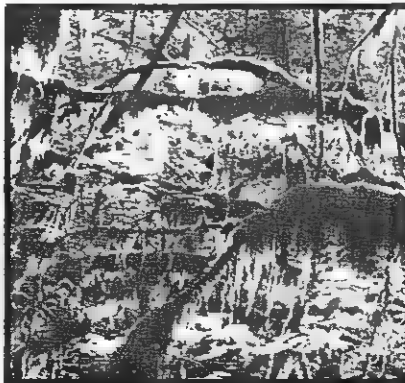
**Cultural Data**

Technological/Sociopolitical Index: 999994-87  
 Planetary Trade Profile: DC8FBCE B (B)

A daughter colony of the economically powerful New Aberdeen industrial planet (a UFP world), New New Aberdeen has become wealthy on the skill of its resident ship designers and builders, and on the completeness of its orbital and surface-based port facilities. New New Aberdeen ships and wealth provide support for the AOFW, and much money obtained by building and repairing ships for outworlders gets funneled back into AOFW coffers through loans and taxes.

The Council Of Clans, the planetary ruling body, is supportive of the UFP and loyal to the original New Aberdeen clans. Even so, New New Aberdeen is one of the political and economic bulwarks of AOFW independence, backing the AOFW during the Colil Crisis against the UFP. Many of the ancient Terran Scottish traditions remain, transplanted from the parent world.

The Klingon Empire made the mistake of defaulting on a ship construction deal here, and so Klingon vessels are barred from the repair facilities, except in life-threatening emergencies. Many local clansmen of the shipwright guilds lost jobs because of the default, and many still hold a grudge because of it.

**World Log: NIIC IV****System Data**

System Name: Niic  
 Map Coordinates: (9.8S 6.5E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 3  
 Gravity: .7 G  
**Size**  
 Diameter: 9100 km  
 Equatorial Circumference: 28,000 km  
 Total Surface Area: 357,000,000 sq. km  
 Percent Land Mass: 82%  
 Total Land Area: 292,740,000 sq. km

**Surface Conditions**

Length of Day: 22 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 19  
 Radioactives: 5  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 022233-23  
 Planetary Trade Profile: ADDABBB B (A)

Niic means *light* in the native language of the native race, the Niicali (*light-watchers*). This non-humanoid race of long-limbed marsupial-like sapient lives within a carpet of blue-green moss that covers the entire planet to a depth of several miles, with the exception of the mountaintop spaceport. Their customs and privacy are guaranteed and protected by their agreement as members of the AOFW, but any trading corporations have installations near the spaceport.

The moss (known locally as the *Maalii*, or *life-giver*) is home, food crop, and export item to the Niicali, and it will grow nowhere else in the known galaxy. Derived from various parts of its specialized structure are several valuable drug compounds, expensive luxury food items, and rare protein compounds. The Niicali worship the moss as an intelligent entity akin to a god. Their rites of purification, actually ancient methods of preparing parts of the moss for use or sale, are closed to outworlders.

The Niicali are led by hereditary civil servants, with the administrative jobs being passed along from parent to child. For the most part, Niicali males are mostly laborers, while the females are planners and decision-makers. The Niicali have no interest in advanced technology except high-tech toys, which both children and adults enjoy. Their technological level is not advanced beyond basic horticulture and tool-making, and yet the Niicali apparently have an extremely fast planet-wide communication system.

**World Log: PAXTON III****System Data**

**System Name:** Paxton  
**Map Coordinates:** (9.7S 5.9E)  
**Number of Class M Present:** 2

**Planetary Data**

**Position in System:** III  
**Number of Satellites:** 0  
**Gravity:** 1.3 G  
**Size**  
 Diameter: 16,000 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq. km  
 Percent Land Mass: 64%  
 Total Land Area: 424,320,000 sq. km

**Surface Conditions**

**Length of Day:** 29 hours  
**Atmospheric Density:** Thin  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 32  
**Radioactives:** 27  
**Gemstones:** 17  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

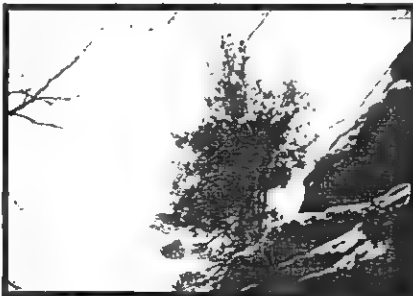
**Cultural Data**

**Technological/Sociopolitical Index:** 999784-77  
**Planetary Trade Profile:** FBBFEFH B (C)

Paxton III, a member-world of the AOFW settled as a mining colony by Tellarites, has an economy based largely on its underground mines. The world's output is now largely spent on conducting the war it has waged, on and off, with its system neighbor Paxton IV since early in the twin worlds' history. The planet is under martial law, and the Planetary Chief Executive has been granted wide powers during the crisis.

AOFW restrictions keep the conflict from spreading outside the Paxton system. So far, the warfare has been restricted to space battles and attacks on purely military targets. Initiated over mining rights to the uninhabited, atmosphereless world Paxton V, the conflict has long since spread beyond a disagreement over mining rights. Ironically, neither Paxton world currently mines Paxton V, as both have given up after having mining stations there blown up on a regular basis.

The war effort is no longer as popular as it once was, though Paxton III's economy, largely based on mines safe from enemy attack, remains strong. There are reports of press gangs who forcibly induct visitors and citizens alike into the armed forces, but these are unconfirmed. Such actions against non-citizens would be a violation of AOFW law.

**World Log: PAXTON IV****System Data**

**System Name:** Paxton  
**Map Coordinates:** (9.7S 5.9E)  
**Number of Class M Present:** 2

**Planetary Data**

**Position in System:** IV  
**Number of Satellites:** 3  
**Gravity:** 1.3 G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq. km  
 Percent Land Mass: 35%  
 Total Land Area: 232,050,000 sq. km

**Surface Conditions**

**Length of Day:** 31 hours  
**Atmospheric Density:** Thick  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 18  
**Radioactives:** 17  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999894-87  
**Planetary Trade Profile:** CFFEFG C (D)

Paxton IV, primarily an agricultural colony, has suffered more from the war with the neighboring Paxton III. This is primarily because its economy is based on fruits and other tropical plants that grow on the surface, and their limited metallic resources force them to purchase much metal from off-world. The War Council of the planet holds most of the real power, with the peacetime government mostly serving as a figurehead.

Settled soon after the settling of the Tellarite mining colony on Paxton III, the Human colonists desired new sources of metal and minerals to supplement the small local supplies. They established a small mining effort on Paxton V as an experiment, but this was disputed by the Tellarites. The result was war, which continues still. For Paxton IV, obtaining some in-system mining rights is a matter of long-term survival, and the settlers are not likely to give up the fight.



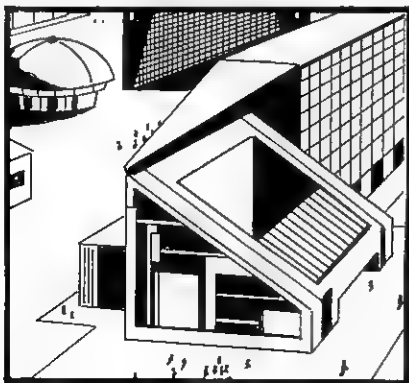
# Orion Frontier Merchantile Assoc.

## World Log: DOO III

System Data	
System Name:	Doo
Map Coordinates:	(9.2S 5.3E)
Number of Class M Present:	1
Planetary Data	
Position in System:	III
Number of Satellites:	2
Gravity:	1 G
Size	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq km
Percent Land Mass:	80%
Total Land Area:	408,000,000 sq km
Surface Conditions	
Length of Day:	30 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	16
Radioactives:	5
Gemstones:	Trace
Industrial Crystals:	5
Special Minerals:	6
Cultural Data	
Technological/Sociopolitical Index:	None
Planetary Trade Profile:	F0DECDE A (X)

Doo III is being prepared for becoming the next trade and industrial center owned by the Lifaq family. Though it was once considered too rugged to support a trade center, the success of Workday and other Triangle ventures in the area has led the Lifaq leaders to make expansion plans. The work is being supervised by Dalen Lifaq, younger brother of the government/corporate head of the family corporation at Workday.

Though Doo III now has only a small permanent settlement and very limited spaceport facilities, there are a large number of heavy equipment operators to run terraforming machinery, preparing a site for a major spaceport facility. The high wages and hazard pay given the heavy equipment operators make them a fertile market for small traders carrying luxury goods.



## World Log: FREELOADER

System Data	
System Name:	Olen
Map Coordinates:	(9.3S 5.1E)
Number of Class M Present:	1
Planetary Data	
Position in System:	X
Number of Satellites:	0
Gravity:	1.5 G
Size	
Diameter:	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	765,000,000 sq km
Percent Land Mass:	71%
Total Land Area:	543,150,000 sq km
Surface Conditions	
Length of Day:	32 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	43
Radioactives:	16
Gemstones:	Trace
Industrial Crystals:	5
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999994-87
Planetary Trade Profile:	EBCDEF A (B)

Freeloder, once called Olen X by the Orions, but since renamed by Human traders, is a major Triangle trade center. Its spaceport is the very model of a lively trade center, possessing the most rowdy mixture of Human and Orion port city characteristics imaginable. Vulcan family trade cartels have begun to move into the Triangle through Freeloder in recent years, creating some grumbling among Human traders, most of whom are small operators now having trouble competing with larger and more efficient Vulcan and Orion freighter lines.

Freeloder also is a rarity — a freeport essentially owned by one individual. Lithan Trade Developments, which nominally owns the world, is an Orion-chartered family corporation, but Tali Lithan is apparently the only living member of his family branch. Almost nothing is known about the reclusive Lithan, and the rest of the corporate management is a mix of Orions, Humans, and Vulcans. The visible presence of power is Lithan's executive secretary, the Vulcan T'planna.



## World Log: LALDAN VI

System Data	
System Name:	Laldan
Map Coordinates:	(9 5S 5.1E)
Number of Class M Present:	1
Planetary Data	
Position in System:	6
Number of Satellites:	0
Gravity:	.8 G
Size	
Diameter:	10,400 km
Equatorial Circumference:	32,000 km
Total Surface Area:	408,000,000 sq km
Percent Land Mass:	56%
Total Land Area:	228,480,000 sq km
Surface Conditions	
Length of Day:	21 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	8
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999984-77
Planetary Trade Profile:	BFEEFF B (C)

Laldan VI is an agricultural planet, supporting neighboring Freeloder, Workday, and Doo III with food and textiles and providing a 'farmer's market' popular with traders specializing in such cargoes. Laldan VI is part of the Turnstile, an unofficial alliance of Orion-owned tradeworlds in the bottleneck of the Triangle between Federation- and Klingon-dominated space.

Laldan's soil seems to be especially fertile, and so it exports enormous quantities of food; the saying "fast as growing wheat on Laldan" is commonly heard in this area. Among the crops grown here are quadrotriticale and quintotriticale, two especially hardy wheat/rye hybrids. Laldan-produced variants of these are found all over the UFP and Orion systems. Currently, the Laldan Farmers' Association is negotiating a massive, and controversial, sale of wheat to the Klingon Empire.





**World Log: WORKDAY**

**System Data**

**System Name:** Kalf  
**Map Coordinates:** (9.25 4 9E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** II  
**Number of Satellites:** 2  
**Gravity:** 1.5 G

**Size**

**Diameter:** 19,500 km  
**Equatorial Circumference:** 60,000 km  
**Total Surface Area:** 765,000,000 sq. km  
**Percent Land Mass:** 50%  
**Total Land Area:** 382,500,000 sq. km

**Surface Conditions**

**Length of Day:** 27 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Tropical

**Mineral Content**

**Normal Metals:** 46  
**Radioactives:** 12  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 99984 77  
**Planetary Trade Profile:** EBDFEFG A (C)

Owned and operated by the Lifaq family corporation, Workday is an Orion mining/industrial world with rich ore deposits and excellent geothermal power resources. The heavy industries located here have contributed to development of the major spaceport facility at Lifaqport. Although Lifaqport is not as large or busy as the port at Freeloader, many independent traders who specialize in exporting metals and heavy industrial products call there. The Lifaq family is optimistically opening up nearby Doo III.





# Imperial Klingon States



## World Log: KINARRA

### System Data

System Name: Igotto  
 Map Coordinates: (9.0S 6.6E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: II  
 Number of Satellites: 0  
 Gravity: 1.4G  
**Size**  
 Diameter: 18,200 km  
 Equatorial Circumference: 56,000 km  
 Total Surface Area: 714,000,000 sq. km  
 Percent Land Mass: 37%  
 Total Land Area: 264,180,000 sq km

### Surface Conditions

Length of Day: 19 hours  
 Atmospheric Density: Thick  
 General Climate: Desert

### Mineral Content

Normal Metals: 41  
 Radioactives: 29  
 Gemstones: 14  
 Industrial Crystals: Trace  
 Special Minerals: Trace

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Planetary Trade Profile: ECCDEFF C (D)

Kinarra is a desert world, and the Klingon population relies on the seas and on other planets for much of its food. Trade restrictions here impose high tariffs on most goods, but these can be avoided by traders willing to barter instead of sell outright. The world is rich in minerals, however, and it is with these that the Klingons barter for their needs.

Kinarra, one of the two planets that formed the nucleus of the Imperial Klingon States, was the second planet to be taken over by Kamato.



## World Log: K'LINSANN

### System Data

System Name: Aalad  
 Map Coordinates: (8.9S 6.7E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: III  
 Number of Satellites: 1  
 Gravity: 1.3G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq. km  
 Percent Land Mass: 56%  
 Total Land Area: 371,280,000 sq. km

### Surface Conditions

Length of Day: 31 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

### Mineral Content

Normal Metals: 41  
 Radioactives: Trace  
 Gemstones: 20  
 Industrial Crystals: 2  
 Special Minerals: 12

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Planetary Trade Profile: BDCDEFF C (C)

K'linsann, the central planet of the Imperial Klingon States, allows, but restricts, freetraders. Here, tariffs are high, and so the black market thrives. The Klingons are willing to trade the planet's rich resources for the goods they need so desperately.

K'linsann was first settled in the latter part of the Four Years War by a splinter group of Klingons. The group, led by Admiral Kamato, attempted a coup on the Imperial Throne during the war's confusion. The Emperor, who had foreseen the attack, quickly defeated Kamato with a large Imperial force. Kamato and his remaining followers retreated into the Triangle to await another opportunity. They found Patterson's Place, a planet inhabited by a small group from the UFP. The Klingons destroyed the existing colony, established themselves, and renamed the planet K'Linsann, or Little Empire. The IKS was founded when Kamato's group also colonized the planet Kinarra.

On K'linsann, the IKS has set up a government nearly identical to the father Empire, with Admiral Kepel currently in charge. Though Kamato is long dead, the idea of one day taking over the Empire lives on. The IKS is attempting to expand, hoping to build their power base in the direction of the Empire. K'linsann accepts almost any Klingon who seeks admittance. Only those whom Kepel feels are a threat to the IKS are turned away.

## World Log: MATTARRA III

### System Data

System Name: Mattarra  
 Map Coordinates: (8 7S 6.8E)  
 Number of Class M Present: 1

### Planetary Data

Position in System: III  
 Number of Satellites: 0  
 Gravity: .8G  
**Size**  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 408,000,000 sq. km  
 Percent Land Mass: 68%  
 Total Land Area: 277,440,000 sq. km

### Surface Conditions

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm Temperate

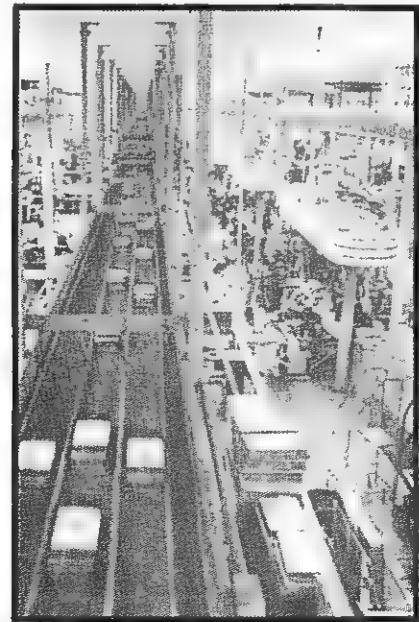
### Mineral Content

Normal Metals: 10  
 Radioactives: 27  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

### Cultural Data

Technological/Sociopolitical Index: Klingon  
 Planetary Trade Profile: EEDEEFF D (X)

Mattarra, uninhabited until the IKS came along, currently has a small station of 280 Klingons based on it. Because only IKS ships are allowed landing rights, all supplies for the planet must be imported from other IKS worlds. The IKS is attempting to build ship construction and repair facilities both planetside and in orbit around Mattarra. Currently, the orbital facilities are 25% complete, and the planetside facilities 75% complete.



**World Log: NORTH PASADENA****System Data**

System Name: Passa  
 Map Coordinates: (8 85 6 7E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 1  
 Gravity: 1.5G  
 Size  
 Diameter: 19,500 km  
 Equatorial Circumference: 60,000 km  
 Total Surface Area: 765,000,000 sq. km  
 Percent Land Mass: 29%  
 Total Land Area: 221,850,000 sq. km

**Surface Conditions**

Length of Day: 24 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 17  
 Radioactives: 24  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Planetary Trade Profile: EDCDEFF D (X)

**World Log: PENCHAN II****System Data**

System Name: Penchan  
 Map Coordinates: (8.9S 6.9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 0  
 Gravity: .6G  
 Size  
 Diameter: 7,800 km  
 Equatorial Circumference: 24,000 km  
 Total Surface Area: 306,000,000 sq. km  
 Percent Land Mass: 71%  
 Total Land Area: 217,260,000 sq. km

**Surface Conditions**

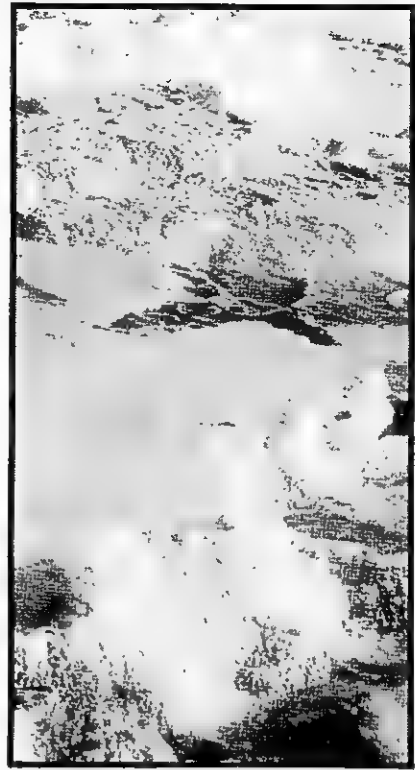
Length of Day: 18 hours  
 Atmospheric Density: Thick  
 General Climate: Arctic

**Mineral Content**

Normal Metals: 45  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: 8  
 Special Minerals: 12

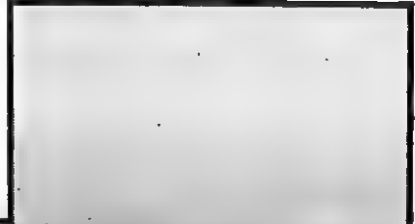
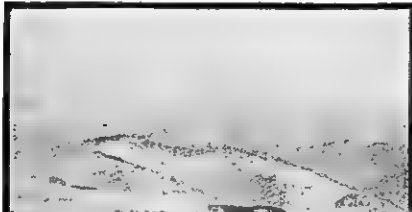
**Cultural Data**

Technological/Sociopolitical Index: Klingon  
 Planetary Trade Profile: EEBBEFF D (X)



The research station on North Pasadena was taken over by the IKS, and so the scientists are now forced to work for the Klingons. As the small population must import almost all their needs, the tariffs on this world are lower than normally found in the IKS. The world has nothing to export currently, and so most deals are made in cash.

Penchan is an IKS world rich in the dilithium crystals and minerals needed for refined drugs. Only a small base has been built here so far, but much of the IKS navy is stationed in or near the system for protection. Because the existence of the dilithium is being kept secret, no traders are allowed in the system, and all needed goods are brought in on IKS vessels. Furthermore, no communication between the small colony and the outside is allowed. The Federation and Romulan governments are aware of all the military activity here, but are still ignorant of the reason. The IKS hopes to keep its secret as long as possible.



# Mantiev Colonial Association

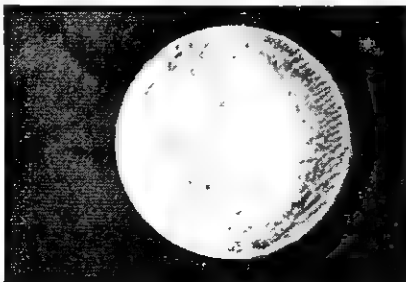
## World Log: CHANIVIEV

System Data	
System Name:	Chaniv (AA33)
Map Coordinates	(11.0S 7.0E)
Number of Class M Present:	1
Planetary Data	
Position in System:	IV
Number of Satellites:	1
Gravity:	1.5G
Size	
Diameter:	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	765,000,000 sq. km
Percent Land Mass:	71%
Total Land Area:	543,150,000 sq. km
Surface Conditions	
Length of Day:	32 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	38
Radioactives:	Trace
Gemstones:	13
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999873-77
Planetary Trade Profile:	CCDEFF D(C)

Chaniviev is the site of the revolution against Mantiev. Its government is currently supported by the Klingons, with whom trade is virtually unrestricted. The Klingons, of course, are after a foothold in this sector of space. Also, the war gives them a perfect opportunity to test new weapons systems in actual combat. Not much actual combat is taking place here, however, as most of the current fighting is centered on Kallendeve. All other trade is restricted, with no travel to Mantiev allowed at all.

The black market flourishes in Chaniviev better than most other places in the Triangle, because of the vast opportunities to be had. Risks are commensurate with profits, however.

Jonas Elley, the leader of the Chaniviev Alliance, was defeated in his bid to be elected President of The Mantiev Colonial Association. This event officially started the war, although the Klingons and Romulans both had been pushing the situation for some time.



## World Log: KALLENDEVA

System Data	
System Name:	Kallenda (Y32)
Map Coordinates	(10.9S 6.8E)
Number of Class M Present:	1
Planetary Data	
Position in System:	III
Number of Satellites:	1
Gravity:	1.5G
Size	
Diameter:	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	765,000,000 sq. km
Percent Land Mass:	50%
Total Land Area:	382,500,000 sq. km
Surface Conditions	
Length of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	39
Radioactives:	Trace
Gemstones:	12
Industrial Crystals:	Trace
Special Minerals:	11
Cultural Data	
Technological/Sociopolitical Index:	999873-77
Planetary Trade Profile:	BCEFFF D (D)

Kallendeve is the site of the most intense fighting occurring in the MCA. The Chaniviev forces, or Chans, as they have come to be called, are being led by General Patrushka Allaya, the Klingons, merely a spokesman for the Klingons. Bayerlin, the commander of the Loyalists, is in a somewhat better position, as the Romulans are supporting with plenty of equipment but little advice. The war is currently a stand-off.

There are Federation ambassadors in-system offering to help with peace negotiations, but neither side is willing to even sit down and discuss the problems of what started as a squabble over land rights. The Federation, naturally, has sent military intelligence personnel to evaluate the situation, especially regarding the Romulan and Klingon equipment being used.

Trade is limited to those foolhardy enough to venture in-system or risk being shot down attempting to land on Kallendeve. The black market is intense here, with everything from food to weapons trading hands. Many Federation-backed traders are in the area attempting to lay their hands on Klingon or Romulan weapons.

There is no government on the planet, as it was settled and owned primarily by the mining facilities owned by private corporations. These companies were the reason the war started in the first place, as the Chaniviev Alliance tried to wrest control from the Mantiev government.

## World Log: MANTIEV

System Data	
System Name:	Pantaxara (X33)
Map Coordinates	(11.0S 6.7E)
Number of Class M Present:	1
Planetary Data	
Position in System:	III
Number of Satellites:	1
Gravity:	1.4G
Size	
Diameter:	18,200 km
Equatorial Circumference:	56,000 km
Total Surface Area:	714,000,000 sq. km
Percent Land Mass:	80%
Total Land Area:	571,200,000 sq. km
Surface Conditions	
Length of Day:	23 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	24
Radioactives:	30
Gemstones:	20
Industrial Crystals:	3
Special Minerals:	3
Cultural Data	
Technological/Sociopolitical Index:	999873-77
Planetary Trade Profile:	CDCEFFF D (C)

Mantiev was the first planet of the Mantiev Colonial Association, which is currently in the midst of an immense civil war. The entire Association has been placed under a strict curfew, with neither persons nor goods allowed to enter or exit the Association. As can be imagined, this is proving impossible to enforce in the middle of a civil war.

All military forces have split into two factions, with The Loyal States Alliance supporting the Mantiev government and the Chaniviev Alliance supporting the rebels. What further complicates matters is that the Klingons are supporting the rebels, and the Romulans are supporting the Loyal States. Most of the fighting is now taking place on Kallendeve, which was previously unoccupied.

Mantiev is a world rich in agriculture and in minerals. It is currently exporting much of its wealth in exchange for much-needed military equipment. Trade restrictions with the Romulans have been relaxed, while high tariffs have been applied to anything resembling Klingon design or origin. The black market is extensive, as is to be expected in a war setting. At present, the Mantiev Colonial Association, under President Willson, is not in control of anything. The Association has been temporarily disbanded, and President Willson is nothing more than a figurehead.

**World Log: STORK'S REST**

**System Data**

System Name: Donjonna (W31)  
 Map Coordinates: (10.8S 6.6E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: II  
 Number of Satellites: 1  
 Gravity: 1.3G  
**Size**  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 663,000,000 sq. km  
 Percent Land Mass: 26%  
 Total Land Area: 172,380,000 sq. km

**Surface Conditions**

Length of Day: 25 hours  
 Atmospheric Density: Thin  
 General Climate: Desert

**Mineral Content**

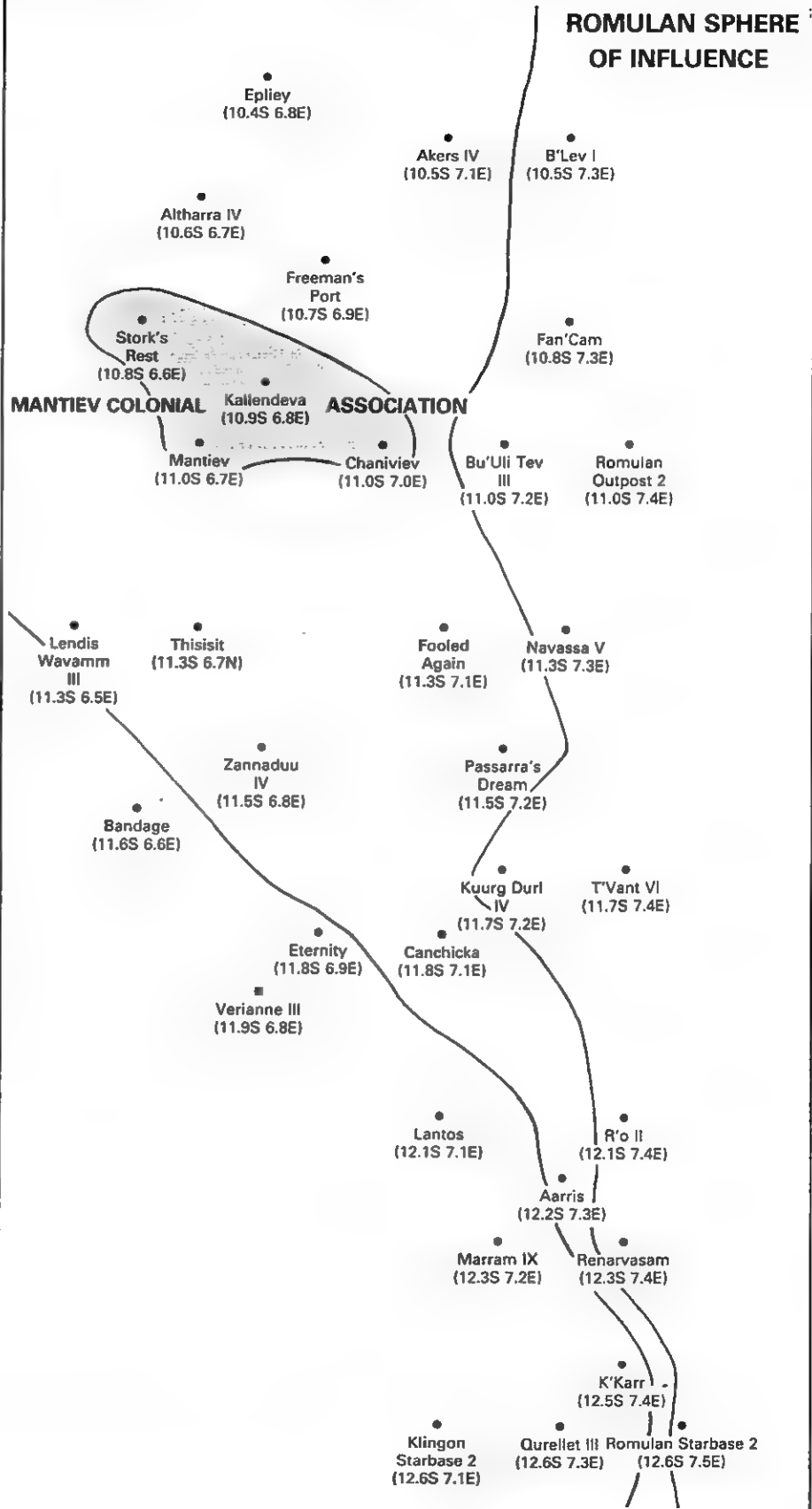
Normal Metals: 2  
 Radioactives: 30  
 Gemstones: 18  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 899873-77  
 Planetary Trade Profile: FFDDFFF D(E)

Stork's Rest is the fourth member of the Mantiev Colonial Association, and it is the only planet in the Association to be untouched physically by warfare. The planet is a mystery; 74% of it is covered by water, and the land masses are mostly desert. High mountain ranges surround the land masses, and almost all rainfall is rapidly returned to the oceans. The resulting ecology has created some unique gems, which comprise the bulk of the planet's exports. The planet is still Loyalist, with the money from the sale of its gems going to help equip the Loyalist military. Although the rebels are so occupied on Kallendeva that they have no real forces to spare, a few raids have been staged here. The raids do succeed in tying up large numbers of Loyalist troops, however, preventing them from being used elsewhere.

As most of the gems are immediately sold to the government, there is very little black marketeering possible. Tariffs are low in order to encourage sale of the gems.



# Independent Worlds

## World Log: AARRIS

System Data	
System Name:	Aarra (DD45)
Map Coordinates:	(12 2S 7.3E)
Number of Class M Present:	1
Planetary Data	
Position in System:	X
Number of Satellites:	2
Gravity:	1.3G
Size	
Diameter:	16,900 km
Equatorial Circumference:	52,000 km
Total Surface Area:	663,000,000 sq. km
Percent Land Mass:	13%
Total Land Area:	86,190,000 sq. km
Surface Conditions	
Length of Day:	25 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	18
Radioactives:	30
Gemstones:	20
Industrial Crystals:	Trace
Special Minerals:	15
Cultural Data	
Technological/Sociopolitical Index:	999787-98
Planetary Trade Profile:	FCBDCEE A (D)

Aarris is an extremely rich world located in a narrow sector between the Romulan and the Klingon spheres of influence. The government is democratic, with a planetwide president, now Sandra Beckzr, elected by all citizens over 16 years of age.

Despite its location, the planet has maintained its independence through a temporary agreement between the two major powers to leave the planet alone. Aarris maintains its neutrality by its willingness to sell to anyone at a fair price. The Klingons and the Romulans both maintain embassies on the planet, as well as powerful military forces in the sector. The Aarrisians have a strong planetary defense force, but are certainly no match for either of the major powers.

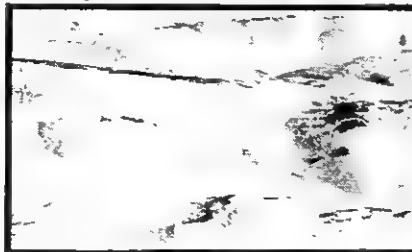
The inhabitants have minerals needed by both sides, and sell to both, or trade for technology needed by the planet. The black market is extensive in the system, and even on the planet itself, in spite of easy trade and low tariffs, proving that money in large amounts breeds black marketeers, despite easy legal trade. Zeenne Minerals is the largest corporation on the planet, even maintaining its own trading centers; its owner is considered by many to be the richest man on the planet. Zeenne, although never directly involved in politics, financially backed Sandra Beckzr's campaign.

## World Log: ACTONN

System Data	
System Name:	Heid (K19)
Map Coordinates:	(9 6S 5.4E)
Number of Class M Present:	1
Planetary Data	
Position in System:	VIII
Number of Satellites:	1
Gravity:	.8G
Size	
Diameter:	10,400 km
Equatorial Circumference:	32,000 km
Total Surface Area:	410,000,000 sq. km
Percent Land Mass:	85%
Total Land Area:	350,000,000 sq. km
Surface Conditions	
Length of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic
Mineral Content	
Normal Metals:	26%
Radioactives:	12%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999996-96
Planetary Trade Profile:	HCCCEPH B (C)

Actonn is a snow-covered planet governed by a controlled monarchy, with most decisions made by the Cabinet of Ministers. The ruling monarch is Queen Dionna Cassavette, 38. Her son, Prince Merrin, 19, is next in succession. At first glance, Actonn appears to have nothing in its favor. The populace live within domed structures that look like chains of Terran igloos. These are constructed from an insulating ceramic found under the snow, which is then processed for use as a building material.

The two major products exported by Actonn are produced by a small creature that burrows through the snow and ice, eating algae-like plant growth imbedded in the ice. This unintelligent cross between a worm and a mole grows to a length of about five inches. The creatures are harvested for both their fur, which is useful as an insulating material, and for a chemical their bodies manufacture. The chemical is refined into a medium-level sedative that has virtually no side effects.



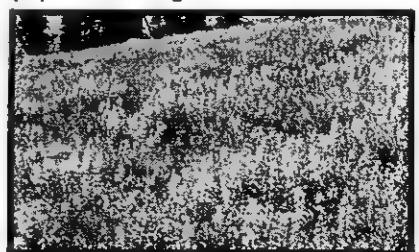
## World Log: AKERS IV

System Data	
System Name:	Akers
Map Coordinates:	(10.5S 7.1E)
Number of Class M Present:	1
Planetary Data	
Position in System:	IV
Number of Satellites:	0
Gravity:	.7G
Size	
Diameter:	9100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	360,000,000 sq. km
Percent Land Mass:	23%
Total Land Area:	82,000,000 sq. km
Surface Conditions	
Length of Day:	22 hours
Atmospheric Density:	Thin
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	25%
Radioactives:	29%
Gemstones:	16%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999993-97
Planetary Trade Profile:	AFFDCEG D (B)

The government on Akers IV is representative, with the Akeride (senate of Akers) elected every three years. The Akeride Master, currently Isao Namaguti, is selected by the Akeride from their own ranks to serve as leader and representative. Though the people of Akers will trade with the Romulans, most trading takes place with the traders of Rem fry.

Akers is the galaxy's only source of flower crystals, grown from mutated flowering plants that grow abundantly on the planet's surface. Though the plants can be grown on other planets, they produce the crystals only in the soil and atmospheric conditions found on Akers IV.

The planet's high radioactives content is theorized to have some part in the growth of the crystals, thus no mining is allowed anywhere on Akers. Because mining is prohibited, minerals and radioactives must be imported. The planet has no need to import food, however, as crops sufficient to supply the population are grown on Akers.



**World Log: ALTHARRA IV**

<b>System Data</b>	
System Name:	Altharra
Map Coordinates:	(10.6S 6.7E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	IV
Number of Satellites:	0
Gravity:	.9G
<b>Size</b>	
Diameter:	11,700 km
Equatorial Circumference:	36,000 km
Total Surface Area:	459,000,000 sq. km
Percent Land Mass:	88%
Total Land Area:	403,920,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	27 hours
Atmospheric Density:	Thick
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	32
Radioactives:	Trace
Gemstones:	17
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	866652-67
Planetary Trade Profile:	AAFDCCF B(C)

Situated midway between the Klingon and the Romulan influence in the Triangle, Altharra IV is located just spinward of the Mantiev Colonial Association. The Altharrans are a peaceful people, and their bargaining chip in any negotiations is their usefulness as food producers and exporters. The planet has only small, in-system defense forces. Ground forces are immense, but are technologically outclassed by most of their neighbors. No major power has attacked them, simply because there has been no need to.

The Altharrans are exporters of food products and low-technology agricultural implements. They are known to supply both factions of the Mantiev conflict with foodstuffs. Basically, the Altharrans will sell to anyone who can pay the price. In exchange for their exports, they import high-technology goods.

Most trading is done through the Agrarian League, which serves as a combination clearinghouse and trade union. Normally, a farmer will list the product he has available for trade with the League. The League credits his account in an equal amount of currency, then sells the goods off-world, keeping a percentage for handling the deal. The goods received in exchange are then sold to League-controlled centers. The black market on Altharra is small, existing in small groups in order to circumnavigate the League's control. To encourage enough trade to improve conditions, tariffs are kept low.

There are many nations on Altharra, each with its own form of government. League of Nations, it is mostly a showcase: the real power on Altharra is the Agrarian League which controls trade. Portan, the largest producer in the League, is its President.

**World Log: BALLARD'S MINT**

<b>System Data</b>	
System Name:	Tarantos (R31)
Map Coordinates:	(10.8S 6.1E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	2
Gravity:	.6G
<b>Size</b>	
Diameter:	7,800 km
Equatorial Circumference:	24,000 km
Total Surface Area:	306,000,000 sq. km
Percent Land Mass:	93%
Total Land Area:	284,580,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	28 hours
Atmospheric Density:	Thin
General Climate:	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	32
Radioactives:	30
Gemstones:	12
Industrial Crystals:	3
Special Minerals:	7
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	998653-87
Planetary Trade Profile:	DCBEFF B(C)

This fiercely-independent planet relies on its ties with the Federation to maintain its neutrality. Ballard's Mint has trade agreements with the Federation, and receives a token Federation military force for protection. This force, consisting currently of three scout vessels and a Federation Marine Battalion, could never stop a Klingon thrust militarily. The Klingons tend to leave the planet alone, however, because the implication of any such attack would be enormous: war with the Federation.

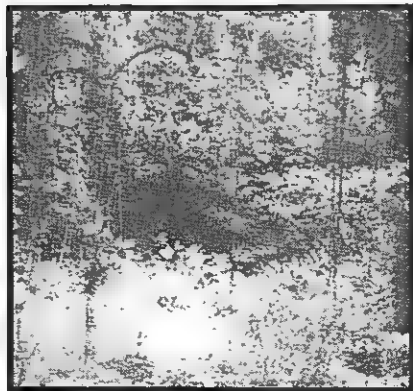
Ballard was the name of the woman who discovered the planet; the 'Mint' part of its name came from the fact that the planet was so mineral-laden. At first, the term was applied jokingly, but then it simply stuck. The planet relies on its heavy mineral exports to keep the Federation interested. The government has no desire currently to join the Federation, as it is getting what it needs, neutrality, without what it considers the heavy price of membership. The black market is large here, as rare minerals are sold at high prices to whomever will pay. Tariffs are low in order to encourage trade.

**World Log: BICKETT**

<b>System Data</b>	
System Name:	Casiday
Map Coordinates:	(10.1S 6.1E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	VIII
Number of Satellites:	1
Gravity:	1G
<b>Size</b>	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq. km
Percent Land Mass:	49%
Total Land Area:	250,000,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	31 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	10%
Radioactives:	16%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999993-98
Planetary Trade Profile:	GCCDAF A(B)

Bickett is a lush, tropical planet. Although it has small oceans, there are many inland lakes and rivers keeping most of the planet well-irrigated. The equatorial regions are hot and wet, and so unsuitable for comfortable living. The polar regions are perfect climatically, however, and much of the population lives in those areas. Bickett might have been an agricultural planet if its native growth had not proved too hardy to be pushed aside for other crops. It does, however, provide excellent raw materials for the manufacture of plastics, polymers, and many synthetic fabrics and textiles. These are exported, along with some of the more exotic plant varieties. Imports include foodstuffs, high-tech items, and luxury items.

The government on Bickett is participatory, with major negotiations conducted by the Headman, Andi Babsinn. The Headman functions more as ostensible leader because most world-affecting decisions are made by election. Bickett tends to favor the Federation and Baker's Dozen over the Klingons, mostly out of racial preference. Bickett has no in-system patrol, preferring to leave that to the traders themselves.



**World Log: CANCHICKA****System Data**

System Name: Canch  
 Map Coordinates: (11 8S 7 1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IX  
 Number of Satellites: 3  
 Gravity: 1.1G

**Size**

Diameter: 14,300 km  
 Equatorial Circumference: 44,000 km  
 Total Surface Area: 561,000,000 sq. km  
 Percent Land Mass: 14%  
 Total Land Area: 78,540,000 sq. km

**Surface Conditions**

Length of Day: 25 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 46  
 Radioactives: 26  
 Gemstones: 18  
 Industrial Crystals: Trace  
 Special Minerals: 7

**Cultural Data**

Technological/Sociopolitical Index: 986550.66  
 Planetary Trade Profile: CCEEDFF A (D)

Canchicka is another of those planets whose neutrality hangs by a very thin thread. Placed between the Klingons and Romulans, it has endured solely because both major powers have signed an agreement allowing Canchicka to remain neutral. This occurred as a by-product of the last trade agreement between the Romulans and Klingons. Both maintain embassies on-planet, and both maintain large military forces within five days travel. The Canchickians wish to remain independent, with little hope of doing so.

Minerals are the planet's main export, with the Cinudy standing out among them. A gem whose beauty is considered by many to be unrivalled in the galaxy, the Cinudy can be cut and polished for many uses. Most go into making rings, necklaces, and other jewelry. The gem, which is very hard, also has industrial uses on medium- or low-technology planets.

Duke Morann, the richest man on the planet, controls 31% of the Cinudy mines. The underwater mines are extremely expensive to operate. This, combined with the rarity of the gem, makes the prices very high. Tariffs are low on the planet in order to encourage trade. The already-inflated high prices on the gems have made Canchicka a rich planet. Federation officials have compared the government of the planet to a small boy just given a large increase in his allowance: There is "money to burn".

The planet is run by the Forall, a form of parliament similar to the Terran British Parliament of earlier times. The Forall is run as efficiently as any such body can be. The government is currently appealing to the Federation for military assistance, but little is forthcoming because of the distances involved and the political situation between the Big Three.

**World Log: COMSTOCK****System Data**

System Name: Schull  
 Map Coordinates: (8 5S 6.3E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IX  
 Number of Satellites: 3  
 Gravity: 1.3G

**Size**

Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 660,000,000 sq. km  
 Percent Land Mass: 96%  
 Total Land Area: 630,000,000 sq. km

**Surface Conditions**

Length of Day: 25 hours  
 Atmospheric Density: Thin  
 General Climate: Desert

**Mineral Content**

Normal Metals: 2%  
 Radioactives: 10%  
 Gemstones: 8%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

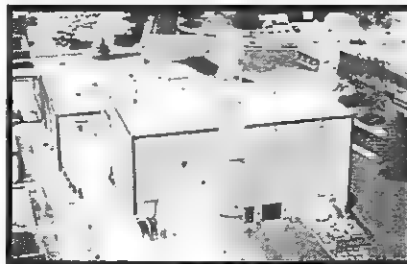
Technological/Sociopolitical Index: 999992.97  
 Planetary Trade Profile: FEECEG A (C)

Comstock is a tradeworld run by BioResearch. Much of the planet is hot and dry, and is very nearly uninhabitable. The one major trade city is also named Comstock. Comstock City is located on the shore of the planet's single, land-locked polar sea. The starport, five miles to the south, is connected to the city by monorail.

Since Comstock is a tradeworld, virtually anything is available for sale. Buyers are set up to purchase cargos, and warehousemen will generally have many cargos awaiting shipment. There is also a heavy black market on Comstock, and so many items may become available for a price. Traders are cautioned to be careful when leaving the city for any reason, as there are rumored to be privateers working out of the mountains to the south.

Many corporations have facilities on Comstock, including Triangle Shipping, Leederlee Component Manufacturing, and Luxury Apparel.

Comstock has no allegiance to any of the major governments, although a large number of Orion traders frequent the area. There is no real planetary security on or around Comstock, as traders tend to police their own. BioResearch controls a security office for maintaining the peace in the city.

**World Log: CURRIE****System Data**

System Name: Faulk  
 Map Coordinates: (9 0S 6.3E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: V  
 Number of Satellites: \*\*\*\*  
 Gravity: 1.4G

**Size**

Diameter: 18,200 km  
 Equatorial Circumference: 56,000 km  
 Total Surface Area: 710,000,000 sq. km  
 Percent Land Mass: 85%  
 Total Land Area: 610,000,000 sq. km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Thin  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 49%  
 Radioactives: 37%  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999992.98  
 Planetary Trade Profile: GAADEF G A (X)

Currie is a large, cold planet. Its air is nearly unbreathable, and so most of the population lives underground. A mineral-rich planet, Currie's major exports are radioactives and normal metals. Its imports include foodstuffs, finished products, and luxury items. Most of the planet's trade is conducted with the traders at Remfry and Baker's Dozen. There is no black market at all on Currie.

The government on Currie is participatory, as the population is very small. The closest thing to a planetary leader is the Portmaster in Currie's single, above-ground city.





**World Log: DEERLAM****System Data**

System Name: Miley  
 Map Coordinates: (10 2S 6.9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: X  
 Number of Satellites: 0  
 Gravity: 1.5 G  
 Size  
 Diameter: 19,500 km  
 Equatorial Circumference: 60,000 km  
 Total Surface Area: 770,000,000 sq. km  
 Percent Land Mass: 71%  
 Total Land Area: 540,000,000 sq. km

**Surface Conditions**

Length of Day: 32 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 38%  
 Radioactives: Trace  
 Gemstones: 13%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999992-94  
 Planetary Trade Profile: BAFEFEGB(A)

Deerlam is a large, heavy mining world. The populace is short, stocky, and very strong. Deerlamen mine both gems and metals, which they smelt and process themselves. In many regions, the soil conditions are perfect for growing food crops.

Deerlam exports metals, raw gems (to Geisling), and soldiers. In the central Triangle, rumor has it that two Deerlamen are equal to any three soldiers. They are strong, agile, and cunning. Imports include weapons, tech items, and medical products.

Deerlam is a feudal society, with the small families answering to the dukes and barons, who then answer to the Emperor. Carl Sammons became Emperor five years ago, when he led his Deerlamen in a crusade to free Geisling from the Romulans. Deerlamen despise the Romulans, and protect their system with armed patrol ships purchased from Baker's Dozen.

**World Log: EPLIEY****System Data**

System Name: Seidl  
 Map Coordinates: (10 4S 6.8E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: VI  
 Number of Satellites: 0  
 Gravity: .6 G  
 Size  
 Diameter: 7800 km  
 Equatorial Circumference: 24,000 km  
 Total Surface Area: 310,000,000 sq. km  
 Percent Land Mass: 86%  
 Total Land Area: 260,000,000 sq. km

**Surface Conditions**

Length of Day: 17 hours  
 Atmospheric Density: Thick  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 26%  
 Radioactives: 1%  
 Gemstones: 8%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999992-9  
 Planetary Trade Profile: GBCEBAA(A)

Epliey is a small, cool planet, known in the area as a phenomenal manufacturer of medium- and high-tech items. Using the raw materials found on their planet, the Eplieyans are capable of producing a vast array of goods such as machine parts, air, water, and ground vehicles, and weaponry. They also mine and export a large number of gemstones, including the rare Tubestones (tubelike formations of an aluminum crystal that has a bell-like tonal quality when suspended and struck gently). Imports include foodstuffs, some radioactives, and certain luxury items.

Epliey's governmental structure is somewhat feudal. The major manufacturing organizations are each run by one family, headed by a duke. Smaller, less important families tend to work in factories owned by the dukes. The governmental head is the Baron, whose job it is to negotiate and deal with any outside governments, both for security and trading purposes. Epliey tends to deal more with the Romulan colonies, but that is only due to their proximity. A large amount of trading also takes place with the nearby tradeworld, Remfry.

**World Log: FARKIN****System Data**

System Name: Markhamm  
 Map Coordinates: (10 4S 6.1E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 2  
 Gravity: .6 G  
 Size  
 Diameter: 7800 km  
 Equatorial Circumference: 24,000 km  
 Total Surface Area: 310,000,000 sq. km  
 Percent Land Mass: 40%  
 Total Land Area: 120,000,000 sq. km

**Surface Conditions**

Length of Day: 28 hours  
 Atmospheric Density: Thin  
 General Climate: Arctic

**Mineral Content**

Normal Metals: 18%  
 Radioactives: 20%  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

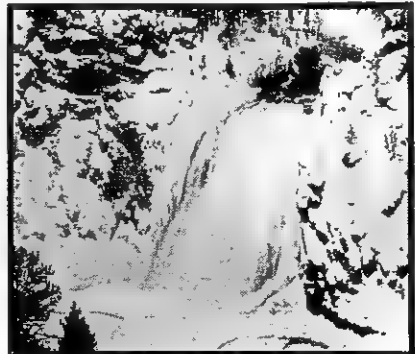
**Cultural Data**

Technological/Sociopolitical Index: 999991-98  
 Planetary Trade Profile: GBBADFH(B/D)

Farkin is a cold, low-gravity world. Its air is thin, and, away from the domed cities, supplemental oxygen supplies are necessary. There are some metals and radioactives found and mined on the planet, but these are not exported. All the raw materials needed on Farkin and much of its equipment must be imported. Farkin's chief products and exports are medical supplies and pharmaceuticals, as the combination of low gravity and low temperatures were found to be ideal for their manufacture. These products include many types of sedatives and stimulants, Tri-ox base, as well as a number of antidotes and anti-toxins. All the raw materials and much of the equipment must be imported.

The population of Farkin is small, with an abnormally high percentage of biologists and engineers. Its government is participatory. The mayor of Farkinfeall, Farkin's capital city, is considered to be the leader of the planetary government.

Farkin society is rather apolitical, and its people trade with almost anyone, even the Klingons. Klingons prefer to trade with them in orbit, however, because Farkin's well-below-zero surface temperatures.



**World Log: FLITNER V**

System Data	
System Name:	Flitner
Map Coordinates:	(9.3S 6.6E)
Number of Class M Present:	1
Planetary Data	
Position in System:	V
Number of Satellites:	0
Gravity:	1.2 G
Size	
Diameter:	15,600 km
Equatorial Circumference:	48,000 km
Total Surface Area:	610,000,000 sq km
Percent Land Mass:	37%
Total Land Area:	230,000,000 sq km
Surface Conditions	
Length of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	12%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999993-95
Planetary Trade Profile:	ADDDCEG A (B)

Flitner V is an agricultural world, growing many different products. In fact, almost any foodstuff imaginable can be found on the planet. Toward both poles, grain crops grow very readily. At the equator, fruit plants are abundant. The ocean is mildly salty, and the fish are generally quite edible. Flitner exports a large amount of foodstuffs, while importing most of the higher-tech items needed by their society. There is a surprisingly large black market on the planet, with Federation and Romulan manufactured goods being most prevalent. Klingon goods are unavailable, and Orion goods are more difficult than usual to obtain.

Flitner V is a monarchy, ruled by King Kapri Nider. Nider is 65, and has two sons; Prince Danni, 40, and Prince Rallin, 38. Both are vying for the throne, with Danni favoring independent status, and Rallin wishing for entry into Baker's Dozen.

**World Log: FLOOD**

System Data	
System Name:	Juncker
Map Coordinates:	(10.3S 5.8E)
Number of Class M Present:	1
Planetary Data	
Position in System:	IV
Number of Satellites:	2
Gravity:	1.2 G
Size	
Diameter:	16,000 km
Equatorial Circumference:	48,000 km
Total Surface Area:	610,000,000 sq km
Percent Land Mass:	21%
Total Land Area:	130,000,000 sq km
Surface Conditions	
Length of Day:	31 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	46%
Radioactives:	29%
Gemstones:	Trace
Industrial Crystals:	8%
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	999995-96
Planetary Trade Profile:	GBBDCG 8 (B)

Flood is an independent water world with mild leanings toward the Klingon Empire. Most of its cities are underwater, because the weather is very unpredictable. The tides from the two moons cause very extensive flooding, which has given the planet its name. There are a few safe, high plateaus that are safe, and large cities are located on each.

Flood's major exports are raw metals and radioactives, which are extracted from the sea water and picked up from the ocean floors in the form of mineral nodules. Flood does not have a very extensive food supply, though, and requires the import of foodstuffs as well as the higher technological items.

A small black market exists on Flood, with the most easily obtained items of Klingon manufacture.

The government on Flood is a controlled monarchy, with the Precept, Miklin Jandosti, having limited ruling powers. Major decisions are made by the Flood Senate. System security is handled by the Juncker Irregulars, a navy made up of Flood volunteers. There are generally about six in-system boats in use at any given time.

**World Log: FOOLED AGAIN**

System Data	
System Name:	Timhigh
Map Coordinates:	(11.3S 7.1E)
Number of Class M Present:	1
Planetary Data	
Position in System:	III
Number of Satellites:	1
Gravity:	.9G
Size	
Diameter:	11,700 km
Equatorial Circumference:	36,000 km
Total Surface Area:	459,000,000 sq km
Percent Land Mass:	99%
Total Land Area:	454,410,000 sq km
Surface Conditions	
Length of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic
Mineral Content	
Normal Metals:	41
Radioactives:	Trace
Gemstones:	18
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Technological/Sociopolitical Index:	888763-97
Planetary Trade Profile:	FBCDEFF D (X)

Frann Ulich is credited with the name this planet bears today. Ulich and her crew of 36 had set out on an expedition to investigate reports of a lush, beautiful, high-resource planet in this sector. Almost from the beginning, they met with problem after problem. Their sensors continued to work, however. While their ship was in orbit, the sensors revealed that beneath the thick clouds lay what they were looking for. When they came down for a closer look, the sensors still showed them what they wanted to see. Upon breaking through the clouds, however, they were greeted with nothing more than snow and ice. When they attempted to gain altitude and return to orbit, the ship would not cooperate. Captain and crew lost control, crash-landing in a mountain range near the equator.

When rescuers finally arrived, Ulich's crew decided the planet was not so bad after all, and stayed to establish a small colony. Their decision may have had something to do with the discovery of a beautiful new blue gem they named Icealia. The gem remains the colony's major export, with small animals and a hardy bluish flower comprising the rest. The flower, named Snow Blue, is in demand by florists the galaxy over, who are willing to pay high prices for the unusual bloom. The colony must import most of their needs.

The planet is independent, trading freely with anyone who will. The Romulans recently sent a landing party to investigate, but, finding nothing of real use to them except for hard-to-mine minerals, they have no plans to move against the planet at this time.

**World Log: FREEMAN'S PORT****System Data**

System Name: Sivzunn  
 Map Coordinates: (10 7S 6 9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: 1  
 Number of Satellites: 2  
 Gravity: .9G  
 Size  
 Diameter: 11,700 km  
 Equatorial Circumference: 36,000 km  
 Total Surface Area: 459,000,000 sq. km  
 Percent Land Mass: 96%  
 Total Land Area: 440,640,000 sq. km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 22  
 Radioactives: 26  
 Gemstones: 13  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 998776-98  
 Planetary Trade Profile: EDCEDEF.B (C)

This independent world is one, large merchant's bazaar. The black market is large and well-stocked, due to its location between the Klingons and the Romulans. If willing to pay the price, one can obtain many of these two cultures' goods here on Freeman. Tariffs are high on incoming non-Romulan goods, however.

Despite its proximity to Romulan-controlled space, the Romulans have never made any real threats on the government. The Romulans are so involved with nearby Mantiev that they simply do not have enough troops to spare to subjugate the planet. Freeman's small military fleet of 32 warp vessels would not hold out long against the might of the Romulan Empire, and the planet is too far from the Federation to expect much help from that quarter. But the Freeman fear Klingon rule more than Romulan rule.

The Freeman are highly skillful negotiators. They are attempting, at the moment, to reach an agreement with the Romulans. With their vast mineral wealth, the Freeman are seeking to purchase vessels from the Romulans, partially to show their willingness to co-exist peacefully. The Romulans have responded favorably, although no vessels have as yet been sold. They are, however, trading technological equipment and methods with the Freeman. The planet has an orbital F-2 repair facility.

This planet has an interesting form of government. Everyone over the age of 14 votes directly into a large tabulating system. Whenever there are several issues to be decided, it is mandatory that all eligible citizens vote. There is a ruling council composed of representatives from all sectors, chosen by their peers. This council handles day-to-day matters, with the citizenry voting on all major issues directly.

**World Log: GAMON****System Data**

System Name: Jeist  
 Map Coordinates: (8 6S 6 9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IX  
 Number of Satellites: 3  
 Gravity: 1.3 G  
 Size  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 660,000,000 sq. km  
 Percent Land Mass: 35%  
 Total Land Area: 230,000,000 sq. km

**Surface Conditions**

Length of Day: 31 hours  
 Atmospheric Density: Thick  
 General Climate: Tropical

**Mineral Content**

Normal Metals: 2%  
 Radioactives: 4%  
 Gemstones: 1%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999992-96  
 Planetary Trade Profile: CFEDDAE A (A)

Gamon is a heavy, tropical planet. There is very little metals mining on Gamon, and the general climate and soil are not right for growing food crops. The Gamonites are, however, excellent toolsmiths. They import a good quantity of raw metals from neighboring Jemison, which they work into finished metals and medium-tech instruments and tools. Gamonites are not very fussy about quality, so any merchandise bought from them will be only poor to good quality.

The populace on Gamon is mostly Human, with some Tellarite mixed in. As most Gamonites are fairly hedonistic, they are a good market for just about any kind of luxury item available. The black market on Gamon is fairly strong, and it is normal to find both Federation and Romulan merchandise for sale.

The government on Gamon is considered to be a controlled monarchy. For the past 20 years, Emperor Dade Hargrave has been either mad or senile, and all government functions are performed by his cabinet of advisors. Rumors place Chief Advisor Ilf de Mione as the real force behind the throne. Hargrave has no close relatives, and Gamon law does not provide for insanity in its laws of succession.

**World Log: GEISLING****System Data**

System Name: Anconna  
 Map Coordinates: (9 9S 6 9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: 1  
 Number of Satellites: 2  
 Gravity: 8 G  
 Size  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 410,000,000 sq. km  
 Percent Land Mass: 56%  
 Total Land Area: 230,000,000 sq. km

**Surface Conditions**

Length of Day: 21 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 8%  
 Radioactives: Trace  
 Gemstones: 14%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

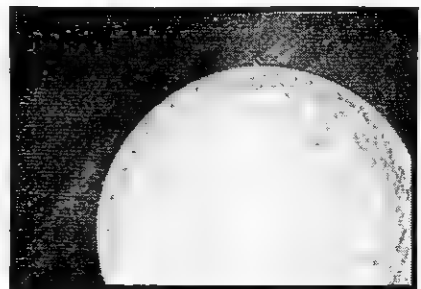
**Cultural Data**

Technological/Sociopolitical Index: 999984-87  
 Planetary Trade Profile: EBFEDHM.O (C)

Although originally settled by Humans, Geisling was a captive Romulan colony until five years ago. At that time, the Humans on Geisling revolted against the Romulan troops stationed there, with the help of a large number of mercenaries from Remfry. The revolution laid to waste much of the old Geisling, but new cities have been built in the years since. The Romulans have not made any effort to reclaim Geisling, both because they are spread rather thin through the area, and because Geisling receives ships and supplies from Baker's Dozen, as well as from Remfry and Deerlam.

Geisling manages to pay for all this aid by means of a series of gemstone mines scattered across the surface of their planet. Diamonds, Starstones, and ColdFlame Gems are just some of the jewels exported by Geisling. The Jewelers Guild on Geisling includes some of the most skillful and imaginative in the galaxy, which is why the Romulans kept the Humans around in the first place.

Geisling has a representative government, in which everyone is free to vote. The leadership is elected every three years, which places Docca Leo in his second term as President. The Geislingers are very friendly with Baker's Dozen, and most of the independent governments in the area. They hate Romulans with a vengeance.



**World Log: GIBRALTAR****System Data**

System Name: Janissie  
 Map Coordinates: (8.1S 7.0E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 0  
 Gravity: 1G  
**Size**  
 Diameter: 13,000 km  
 Equatorial Circumference: 40,000 km  
 Total Surface Area: 510,000,000 sq. km  
 Percent Land Mass: 90%  
 Total Land Area: 459,000,000 sq. km

**Surface Conditions**

Length of Day: 30 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Arctic

**Mineral Content**

Normal Metals: 16  
 Radioactives: 28  
 Gemstones: 15  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Federation Romulan  
 Planetary Trade Profile: FCCODEF C(X)

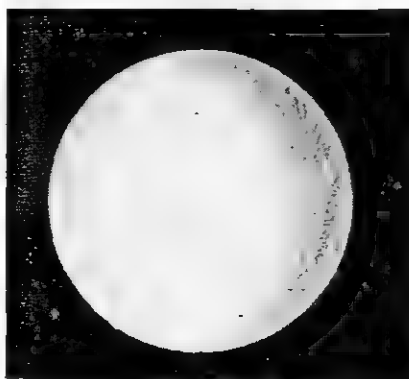
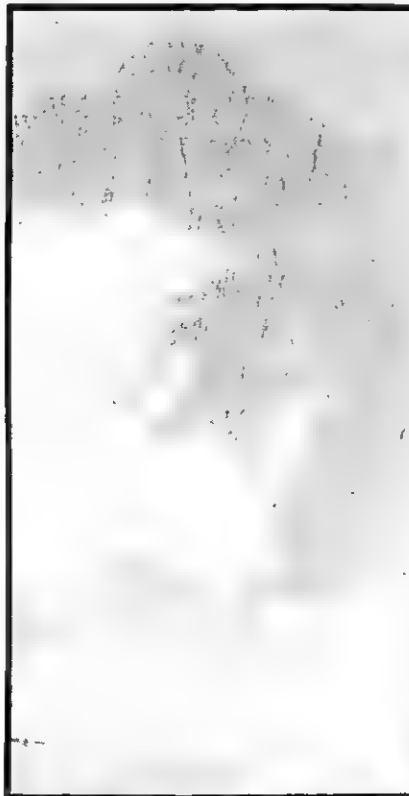
Gibraltar forms one corner of the infamous Triangle. An ice-covered planet, it lay unclaimed and unwanted by all until 2/1801.13. On that date, a Federation delegation waited in a warm structure erected by UFP Engineers to meet with the Romulans, who had announced they wished to establish a permanent location for talks with the UFP. The Romulans had not softened their attitude toward the Federation. On the contrary, the Romulans have always been realists, and their situation dictates that they cannot fight the Federation and the Klingons at the same time. As they feel the Klingons to be the bigger menace, the Romulans needed at least a stand-off between themselves and the Federation.

The Federation, of course, was more than happy to do whatever they could to maintain peace. It was decided to choose an uninhabited planet between the two powers, and one was found in the Janissie system. When asked by the Romulans what the name of the planet was, someone in the Federation diplomatic corps could not resist baptizing the planet Gibraltar. The two powers agreed to divide the planet equally. They would build a domed settlement on the dividing line at a point agreeable to both sides. Here, even the diplomatic station and the discussion table would be equally divided.

Both sides maintain military forces on the planet, as well as extensive surveillance systems with defensive weapons. There have been no problems between the opposing forces thus far. Civilians are allowed on Gibraltar under the terms of the current treaty. Under civilian guise, the Federation operates some mines on the planet, but they are being worked by a military-controlled company.

Almost all items needed must be brought in, with free traders selling to both sides. The planet is rich in radioactives and gemstones. The Federation mines these with a military-controlled company, as do the Romulans. Except for military intelligence, these metals are the only export of the planet. No skirmishes have occurred here, but both sides are prepared for a fight if necessary. Many arguments or misunderstandings have flared into crises, but cool heads have prevailed so far.

The Federation maintains low tariffs, while the Romulan tariffs are high to discourage most traffic, as they prefer to buy elsewhere and ship in what they need. The black market is quite extensive, with small military items being bought for shipment elsewhere.

**World Log: HADALIB V****System Data**

System Name: Hadalib  
 Map Coordinates: (9.8S 5.7E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: V  
 Number of Satellites: 1  
 Gravity: .7 G  
**Size**  
 Diameter: 8900 km  
 Equatorial Circumference: 28,000 km  
 Total Surface Area: 357,000,000 sq. km  
 Percent Land Mass: 70%  
 Total Land Area: 250,000,000 sq. km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm Temperate

**Mineral Content**

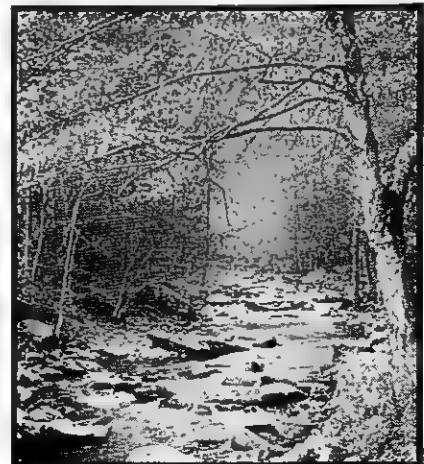
Normal Metals: 48%  
 Radioactives: 17%  
 Gemstones: 14%  
 Industrial Crystals: 7%  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: AAAAAA-98  
 Planetary Trade Profile: BACBBDG/A (B)

Hadalib V is an agricultural planet, with average mining and manufacturing activity. Most arable land is lush and very well-tended. The planet is heavily populated, with most of its inhabitants concentrated in the urban centers. Hadalibans tend to be semi-reclusive, preferring to keep to themselves and remain as self-sufficient as possible. They will do some trading with outside sources, but mostly for high-tech and luxury items. Grain crops and agricultural byproducts are the planet's main exports. Hadalib V does have a small, but lucrative black market.

The government in power is a participatory democracy. Minor governmental decisions are made by The Council, which is elected each year. Major decisions are always made by popular decision, with 'decision elections' being called at a moment's notice. Hadalib V does have a military, but it is used more for police function than for conquest or battle. There is also a small, but viable, fleet of insystem boats that is generally used to patrol the system.



**World Log: JEMISON**

<b>System Data</b>	
System Name:	Fithienne
Map Coordinates:	(8 5S 7.1E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	1
Gravity:	1.4 G
<b>Size</b>	
Diameter:	18,200 km
Equatorial Circumference:	56,000 km
Total Surface Area:	710,000,000 sq. km
Percent Land Mass:	77%
Total Land Area:	550,000,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	19 hours
Atmospheric Density:	Thick
General Climate:	Desert
<b>Mineral Content</b>	
Normal Metals:	41%
Radioactives:	9%
Gemstones:	14%
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999993-90
Planetary Trade Profile:	FABDDEFA(C)

Jemison is a very dry planet, with most of its surface given over to either deserts or rocky mountains, canyons, and plateaus. It is within these mountains and canyons that Jemison's wealth is found. This desert planet is very rich in metal ores, radioactives, and raw gemstones, which are mined all across the planet, and sold to traders landing at the one main port city, Goldport.

Jemison has no real government, as most of the miners and prospectors prefer to work alone, and only come into town when they have something to sell, or need more supplies. All sales are conducted through Jemison's broker, Jean Carlison. Carlison is very ruthless, and anyone trying to cut her out is not likely to repeat the mistake twice. She has an extremely large organization, and her 'enforcers' are very persuasive. Carlison is, in fact, the closest Jewison comes to having a planetary government. She will deal with anyone who will pay her prices.

Piracy is not entirely uncommon in the system, but traders are willing to risk the rare raid because the profits to be made from sale of the various ores are worth it. The black market is also strong on Jemison.

**World Log: LANROCHE VIII**

<b>System Data</b>	
System Name:	Lanroche
Map Coordinates:	(9.4S 5.5E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	VIII
Number of Satellites:	1
Gravity:	1.1 G
<b>Size</b>	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	560,000,000 sq. km
Percent Land Mass:	94%
Total Land Area:	530,000,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	25 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	14%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999992-97
Planetary Trade Profile:	ODDDDD/C(C)

Lanroche VIII is a tradeworld placed equidistant from the Federation, the Klingons, the Turnstile, and Baker's Dozen. Anything and everything is available here, for a price. Once a trader has acquired a broker, virtually any legal cargo may be purchased. The black market is also rich on Lanroche VIII.

Pirates and privateers will have nothing to do with the Lanroche system. For every pirate trying to operate near Lanroche, there are 50 bounty hunters waiting to claim any and all prizes. Physically, Lanroche VIII is a warm, dry planet with small inland seas and great grasslands. Lanroche City, the major trading port, is on the shore of one of these seas, with its starport on an island offshore.

Government on Lanroche is representative, with the Council of Managers elected each year. The Council then elects one of its own to the position of Lanroche Manager, who also serves one year. As with many tradeworlds, the ruling body more resembles a corporate board of directors than a planetary government.

**World Log: LENDIS WAVAMM III**

<b>System Data</b>	
System Name:	Lendis Wavamm
Map Coordinates:	(11 3S 6.5E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	3
Gravity:	1.3G
<b>Size</b>	
Diameter:	16,900 km
Equatorial Circumference:	52,000 km
Total Surface Area:	663,000,000 sq. km
Percent Land Mass:	76%
Total Land Area:	503,880,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	23 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
<b>Mineral Content</b>	
Normal Metals:	23
Radioactives:	22
Gemstones:	19
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	887655-66
Planetary Trade Profile:	BDDECF/C(E)

Lendis Wavamm has a strong military. Although they do not possess warp technology, they have been in negotiation with the Romulans to purchase vessels with warp drive. The Romulans, in turn, are very anxious to negotiate with the Lendissians. The planet is located quite close to the Klingon sphere of influence, and the Romulans are hopeful of exchanging vessels for rights to bases on Lendis. The Federation and the Klingons are also attempting negotiations, but the Lendissians are leaning toward the Romulans because of similarities between their societies. For example, the Lendissians adhere to very formal rituals in all their public activities, for which the Klingons have no patience at all.

Lendis Wavamm is relatively rich in radioactives, which are the main export. Foodstuffs follow a close second. The planet's most sought-after imports are medium- and high-tech items. Drugs and other medicinal agents are also in high demand. The land is all owned by the nobility, as are the manufacturing centers. Thus, although there is a large black market on the planet, most of the lower class have nothing of value to trade. To encourage trade, the government is keeping tariffs low. The tariff system is quite arbitrary, however; the Romulans, for example, pay lower tariffs than the Federation or Klingons.

Theft is rampant on Lendis, which has led to the formation of a large internal security force controlled directly by the King. On Lendis, most authority rests with the monarch, while the prime minister's main job is the enforcement of laws. Bribery is rampant on Lendis, and nothing can be accomplished on the planet without them.

**World Log: MEADOW**

<b>System Data</b>	
System Name:	Adye
Map Coordinates	(8.6S 6.6E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	III
Number of Satellites:	0
Gravity:	.8 G
Size	
Diameter:	10,000 km
Equatorial Circumference:	32,000 km
Total Surface Area:	410,000,000 sq km
Percent Land Mass:	68%
Total Land Area:	280,000,000 sq km
<b>Surface Conditions</b>	
Length of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	10%
Radioactives:	17%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999991-98
Trade Profile:	ADDDDD D (B)

Meadow is an "ecologically perfect world." As such, the entire populace is very careful about the planet's ecology. Stiff punishments are dealt to those damaging any resource. Thus, mining is taboo, even though the amount of metals and radioactives present would make it worthwhile.

Meadow is agricultural, growing and exporting many excellent grain and seed crops each year. Meadowites do not import many luxury items, preferring a simple, stoic existence. The major imports are farm equipment and base necessities. There is no black market at all, and all imports are assigned a flat ten percent tariff, no matter what the item.

The government is participatory, run by the Assembly of Elders. The leader of the Assembly is Elder Sister Kalan DeVries. The other major force in the government is Elder Brother Vran Cafri, who controls the Ecological Force. This is Meadow's version of a security force and environmental protection agency rolled into one.

Meadow is a Federation ally, and ships most of her crops to Federation buyers.

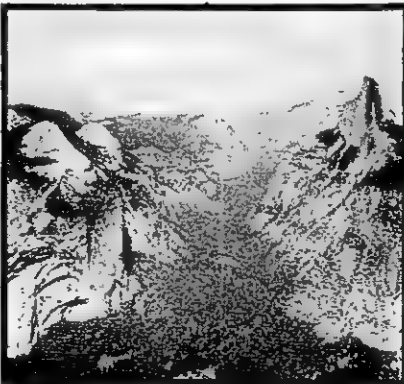
**World Log: MERIMEE**

<b>System Data</b>	
System Name:	Teile
Map Coordinates	(10.0S 6.7E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	IV
Number of Satellites:	1
Gravity:	1.4 G
Size	
Diameter:	18,200 km
Equatorial Circumference:	56,000 km
Total Surface Area:	710,000,000 sq km
Percent Land Mass:	77%
Total Land Area:	550,000,000 sq km
<b>Surface Conditions</b>	
Length of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	16%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	10%
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999992-97
Planetary Trade Profile:	FDEEEFG B (D)

Merimee is a mining world. Although several metals are found in relative abundance, the major product is a special mineral called Zathium. Zathium is used as shielding material for high energy weapons, such as lasers and phasers. As Merimee is virtually covered with mountains, there is little agriculture.

The planet Merimee is owned by the Merimee Mining Corporation, and all governmental functions are carried out by the corporate office. The corporation is technically chartered by the Federation, but Merimee is considered an independent planet. Because of their close proximity with the Romulan-controlled area, MMC trades as much with the Romulans as it does with the Federation and independents such as Baker's Dozen. The Federation does not know that MMC sells Zathium to the Romulans, and Borrdinn does not intend to tell them.

Surface security is handled by MMC Security. Although rules are few, infractions are dealt with severely. System patrol is non-existent, which leads to occasional problems with privateers. Traders are routinely warned of the possibility.

**World Log: NEW PARADISE**

<b>System Data</b>	
System Name:	Sanomar
Map Coordinates	(11.0S 6.3E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	V
Number of Satellites:	1
Gravity:	1G
Size	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq km
Percent Land Mass:	76%
Total Land Area:	387,500,000 sq km
<b>Surface Conditions</b>	
Length of Day:	26 hours
Atmospheric Density:	Thin
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	37
Radioactives:	26
Gemstones:	Trace
Industrial Crystals:	8
Special Minerals:	9
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	999763-98
Planetary Trade Profile:	CCCDDEF B (D)

New Paradise is one of the older Federation colonies. Once established and reasonably self-sufficient, they declared their independence from the Federation. To this day, they remain independent, trading with anyone and everyone. One of their early aims was the establishment of a classless society. Like similar attempts by others before them, they failed to achieve this ideal.

New Paradise maintains a small military, both ground and space. Their space defense force consists of eleven small, scout-type vessels that are definitely no match for any serious invasion force. New Paradise relies on its location between the Romulans and the Klingons to maintain their independence now, maintaining trade agreements with both. Both powers also maintain embassies on-planet.

Tariffs on New Paradise are either very low or non-existent, especially on high-tech items. The Lenfft Corporation, producers of various types of power generators and heavy-duty batteries, has its headquarters on the planet. Their products comprise a major percentage of the planet's exports. The black market does a large amount of trade in radioactives, which are plentiful here. The planet's small cache of lithium is also a black market item.

After the failure to establish a classless society, the leaders of New Paradise established one of the better-running examples of a two-house democratic government. There are currently no political parties on the planet, with every inhabitant of legal age voting on all major issues.

**World Log: NEW SAHARA****System Data**

System Name: Oeth  
 Map Coordinates: (10 1S 6.3E)  
 Number of Class M Present: 2

**Planetary Data**

Position in System: II  
 Number of Satellites: 1  
 Gravity: .8G  
 Size  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 410,000,000 sq km  
 Percent Land Mass: 86%  
 Total Land Area: 350,000,000 sq km

**Surface Conditions**

Length of Day: 19 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Desert

**Mineral Content**

Normal Metals: 8%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-97  
 Planetary Trade Profile: FFFEEFG B (C)

New Sahara is one of the two marginally-habitable planets in the Oeth system (see also New Siberia). It is a desert world, an airless ball of rock. The climate is hot and dry, and what little water there is exists in the two polar oceans. The planet's small mining population is also centered around the poles.

A compound found in the sand of New Sahara is the single reason people live here at all. Called Hard Sand, the compound can be treated to make one of the strongest high-temperature ceramics to be found anywhere in the galaxy. Hard Sand ceramic is used in the construction of some starship engines, as well as some internal combustion style engines. Almost everything else must be imported, including some water from New Siberia.

The governments of New Sahara and New Siberia are shared. One elected leader, the Grandmaster, is elected every five years by both planet populations. Also elected are a 60-member Grand Senate, with 30 members chosen from each planet. The two Oeth planets consider themselves independent, with no real alignments with any major government.

**World Log: NEW SIBERIA****System Data**

System Name: Oeth  
 Map Coordinates: (10 1S 6.3E)  
 Number of Class M Present: 2

**Planetary Data**

Position in System: IV  
 Number of Satellites: 0  
 Gravity: .8G  
 Size  
 Diameter: 7800 km  
 Equatorial Circumference: 24,000 km  
 Total Surface Area: 310,000,000 sq km  
 Percent Land Mass: 40%  
 Total Land Area: 120,000,000 sq km

**Surface Conditions**

Length of Day: 28 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Arctic

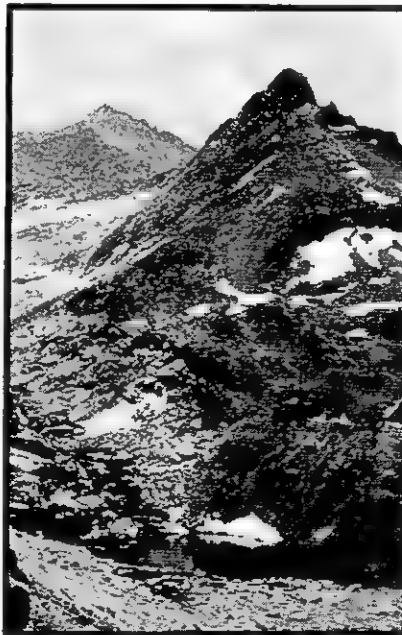
**Mineral Content**

Normal Metals: 18%  
 Radioactives: 20%  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-97  
 Planetary Trade Profile: FBCDDFG B (B)

New Siberia is one of two inhabited planets in the Oeth system (see New Sahara). It is an arctic, snow-covered planet, with a somewhat larger population than does New Sahara. Major cities are located in the equatorial regions, but also some smaller cities and towns situated closer to the poles. There are small mining operations for both metals and radioactives, which New Siberia exports off-planet buyers, including its sister planet, New Sahara. Water, in the form of ice, is also exported to New Sahara.

**World Log: NEWLIN III****System Data**

System Name: Newlin  
 Map Coordinates: (8 3S 6 9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 2  
 Gravity: .8G  
 Size  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 410,000,000 sq km  
 Percent Land Mass: 56%  
 Total Land Area: 230,000,000 sq km

**Surface Conditions**

Length of Day: 21 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 33%  
 Radioactives: 24%  
 Gemstones: 14%  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999995-96  
 Planetary Trade Profile: CDCDDFG B (B)

Newlin III is a volcanic planet with a fairly sulfurous atmosphere. Because of its volcanic nature, Newlin has a high metal and radioactive content. Many important ores are found on Newlin's surface, and mining colonies have been set up on both moons, as well as on three of her sister planets. The ores and certain processed and finished products are exported to neighboring systems.

Because the atmosphere is somewhat corrosive, many manufactured items wear out within only a few years time. For that reason, Newlin must import almost everything it needs. The black market is said to be quite healthy on Newlin.

The government of Newlin is a controlled monarchy. Although six-year-old Queen Bethlin IV is nominally in charge, it is her guardian, the Prime Minister, who wields the real power. He oversees the Newlin Ministry, whose members are elected every two years.

Newlin III is considered an independent world, but leans slightly toward the Federation. There is a large police force for planetary security, as well as a force of about twelve in-system patrol boats. There is also a security base on the fourth planet, which serves as an entry post to the system. It is known as Security Base One, and all incoming ships must stop there, before being allowed to proceed to Newlin III.



**World Log: OVERLINN****System Data**

**System Name:** Wuurth  
**Map Coordinates:** (10.2S 6.6E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** III  
**Number of Satellites:** 0  
**Gravity:** 1.3 G  
**Size**  
**Diameter:** 16,900 km  
**Equatorial Circumference:** 52,000 km  
**Total Surface Area:** 660,000,000 sq. km  
**Percent Land Mass:** 48%  
**Total Land Area:** 320,000,000 sq. km

**Surface Conditions**

**Length of Day:** 26 hours  
**Atmospheric Density:** Thin  
**General Climate:** Warm Temperate

**Mineral Content**

**Normal Metals:** 23%  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999994-93  
**Planetary Trade Profile:** ACE0BDF-D (C)

Overlinn is a very rich agricultural planet. Almost any type of crop thrives here, from grains and fruits to grazing animals and fish. Although Overlinn's air is very thin, most of the species have adapted to the new conditions very well.

Overlinn was settled by a large group of native Americans, who still adhere to the millenia-old tribal forms and customs of their ancestors. There are many tribes on Overlinn, each with its own chief. The chief, in turn, represents his group in the tribal council, which is led by Headman John Strongstone. There are some factions rivaling for leadership, but none are yet strong enough to challenge Strongstone.

There are no ships on Overlinn, and so most trading of imports and exports is done through the traders of Remfry. As the people of Overlinn will condone no illegal goods on their planet, Overlinn has no black market.

**World Log: PASSARRA'S DREAM****System Data**

**System Name:** Jonnat  
**Map Coordinates:** (11 5S 7 2E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** IV  
**Number of Satellites:** 1  
**Gravity:** .8 G  
**Size**  
**Diameter:** 10,400 km  
**Equatorial Circumference:** 32,000 km  
**Total Surface Area:** 408,000,000 sq. km  
**Percent Land Mass:** 56%  
**Total Land Area:** 228,480,000 sq. km

**Surface Conditions**

**Length of Day:** 21 hours  
**Atmospheric Density:** Terrestrial  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 8  
**Radioactives:** Trace  
**Gemstones:** 14  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999875-98  
**Planetary Trade Profile:** BEEDEFF-D (X)

Passarra's Dream is a scientific research station, currently inhabited by only 130 colonists. The planet is independent, even though most of its scientists are Federation-supported. The colony itself is an experiment in sociology by Dr. Vaughn Passarra, whose goal is to build a scientific community free of cultural prejudices. He has invited scientists from the Klingon and Romulan governments, as well as anyone else wishing to settle. Passarra is also attempting to build a self-sustaining colony, and so immigration is controlled. There are fewer restrictions on the number of scientists allowed to immigrate, but each scientist settling here requires roughly 3.2 other colonists to support him.

Trade is brisk on Passarra, the colony's exports consisting of knowledge, patents, and licensing rights. The planet must import items that cannot yet be produced on-planet, such as scientific equipment and power generators. Tariffs are non-existent, with some items, such as firearms, simply not allowed. The black market naturally thrives on Passarra's Dream.

The original settlers included the administrative group that currently governs the colony. Within five years, however, a normal participatory government will be established. Passarra has made the normal non-expansion agreements with the three major powers, as well as special agreements assuring the planet's neutrality.

**World Log: REMFRY****System Data**

**System Name:** Zoeller  
**Map Coordinates:** (10 4S 6.4E)  
**Number of Class M Present:** 1

**Planetary Data**

**Position in System:** IX  
**Number of Satellites:** 2  
**Gravity:** 1.2 G  
**Size**  
**Diameter:** 15,600 km  
**Equatorial Circumference:** 48,000 km  
**Total Surface Area:** 610,000,000 sq. km  
**Percent Land Mass:** 86%  
**Total Land Area:** 520,000,000 sq. km

**Surface Conditions**

**Length of Day:** 19 hours  
**Atmospheric Density:** Thin  
**General Climate:** Cool Temperate

**Mineral Content**

**Normal Metals:** 3%  
**Radioactives:** Trace  
**Gemstones:** Trace  
**Industrial Crystals:** Trace  
**Special Minerals:** Trace

**Cultural Data**

**Technological/Sociopolitical Index:** 999995-9  
**Planetary Trade Profile:** DDDDDDD C (C)

Remfry is a tradeworld located centrally between the Klingon- and Romulan-controlled areas. Although endowed with very few natural resources, the planet does very well trading with many of its neighbors. There are no tariffs on Remfry, but the knowledgeable trader should expect to pay his share of "bribes and squeeze." Being close to both the Klingon and Romulan borders, there is a healthy black market trade in their goods.

The government on Remfry consists of the Amalgamated Traders Association, and ATA President Dilger Hess could be considered the nominal planetary leader. The Association elects its own leader on an irregular schedule, although Hess has been in charge for two years. The ATA also keeps ten in-system boats as patrol craft, patrolling the system near Remfry and her two moons.





**World Log: ROCKHAVEN****System Data**

System Name: Lomann  
 Map Coordinates: (10.0S 5.9E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 1  
 Gravity: 1.2 G

**Size**

Diameter: 15,600 km  
 Equatorial Circumference: 48,000 km  
 Total Surface Area: 610,000,000 sq km  
 Percent Land Mass: 65%  
 Total Land Area: 400,000,000 sq km

**Surface Conditions**

Length of Day: 20 hours  
 Atmospheric Density: Thin  
 General Climate: Cool Temperate

**Mineral Content**

Normal Metals: 17%  
 Radioactives: 19%  
 Gemstones: 5%  
 Industrial Crystals: Trace  
 Special Minerals: 13%

**Cultural Data**

Technological/Sociopolitical Index: 999990-97  
 Planetary Trade Profile: FAAEDEG A (C)

**World Log: SATTERFELD****System Data**

System Name: Satter  
 Map Coordinates: (8.8S 6.4E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 0  
 Gravity: 1.4 G

**Size**

Diameter: 18,000 km  
 Equatorial Circumference: 56,000 km  
 Total Surface Area: 714,000,000 sq km  
 Percent Land Mass: 93%  
 Total Land Area: 664,000,000 sq km

**Surface Conditions**

Length of Day: 24 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Desert

**Mineral Content**

Normal Metals: 25%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 99999A-91  
 Planetary Trade Profile: HAFGDEG C (D)

**World Log: SCHNEITER****System Data**

System Name: Valanda  
 Map Coordinates: (8.4S 6.5E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: V  
 Number of Satellites: 0  
 Gravity: .9 G

**Size**

Diameter: 11,700 km  
 Equatorial Circumference: 36,000 km  
 Total Surface Area: 460,000,000 sq km  
 Percent Land Mass: 99%  
 Total Land Area: 455,000,000 sq km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Arctic

**Mineral Content**

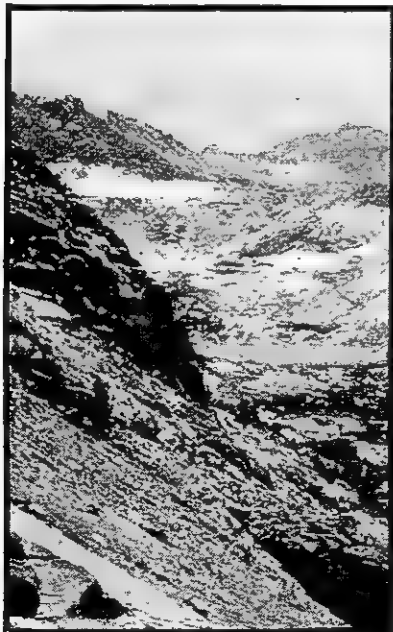
Normal Metals: 41%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: Corporate Mining Colony  
 Planetary Trade Profile: AAAAAA A (X)

Rockhaven is a cool, barren planet. Its mountain- and cliff-covered surface is somewhat hostile, but the planet is very rich in ores and minerals. Perhaps the most valuable special mineral mined here is Timliite, which is used in the processing of certain hydrocarbons, including Tri-ox. Imports include foodstuffs, most medium and high-tech items, and luxury goods.

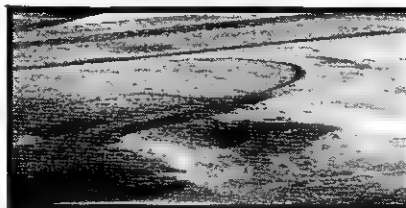
The population is moderately large, and the government is representative. All members of the parliament are elected, on a rotating basis, every five years. The president is also elected every five years. Rockhaven tends to be friendly with most of the independent planets and Baker's Dozen, but Rockhaveners very much dislike the Klingons.



Satterfeld is a mining world, exporting both raw ores and refined metals. There is no real government, only groupings of families. For example, each family owns and operates its mines near a family-owned water hole, as there is very little water on Satterfeld. Just as there is no formal government, thus there is really no military, other than that maintained by the individual households. Satterfelders have no real leanings toward any offworld group, preferring to remain fairly isolated. Different families may prefer dealing with one major government or another, but each case is completely individual.

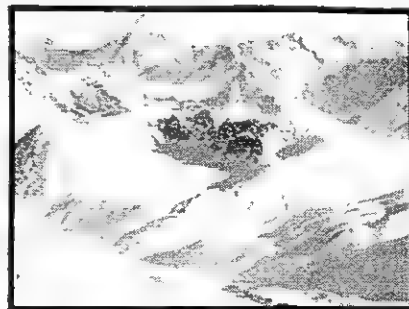
There is one good spaceport, owned by the Plicart family and used by most major holders. Most off-planet trading is conducted by the several more powerful families. The smaller holdings usually deal with the larger families. Major imports include food, water, and other basic comforts. Satterfelders tend to be a rather pragmatic people who generally disdain luxury items. There is no black market on Satterfeld because everything is available openly.

As might be expected, laws are very loose on Satterfeld. In fact, very little is actually outlawed. Pirates may be found in remote locations, but they have to bring in all their supplies. Satterfelders ignore pirate enclaves, as long as their precious natural resources are not used or damaged.



Schneiter is a very cold world, most of it covered by a thin crust of ice and snow. This crust is generally from 50 to 1,000 feet thick in spots. In the thinner areas, the miners of the Schneiter Mining Corporation have driven vertical shafts into the frozen soil below; spreading out from these, horizontal tunnels have been carved in all directions. The shafts are protected above-ground by massive, covered, solar-ray sheds. Below ground, the newer tunnels are still productive, while the older, played-out tunnels have been expanded into living quarters for the miners. The Schneiter mines yield many useful metal ores, including iron, aluminum, magnesium, cobalt, and many others.

There is no government on Schneiter; all major decisions are made at corporate headquarters on Comstock. The man in charge is Mine Superintendent Gavin O'Reilly. All ore shipments are collected in the sheds above ground and shipped to Comstock for sale and distribution. All equipment and supplies are provided by the corporation. Only luxury items are imported, although traders may be hired to bring in shipments of equipment and supplies to Schneiter, and ore back to Comstock.



**World Log: TAKANARRA II**

<b>System Data</b>	
System Name:	Takanarra
Map Coordinates:	(10.6S 6.4E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	II
Number of Satellites:	3
Gravity:	1.4G
<b>Size</b>	
Diameter:	18,200 km
Equatorial Circumference:	56,000 km
Total Surface Area:	714,000,000 sq. km
Percent Land Mass:	40%
Total Land Area:	285,600,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	19 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
<b>Mineral Content</b>	
Normal Metals:	49
Radioactives:	Trace
Gemstones:	16
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	998764-77
Planetary Trade Profile:	DBGDBEF/B (E)

Settled by Terrans seeking isolation from the rest of Humanity, Takanarra's isolation ended abruptly when the Klingons sent landing parties to examine the planet. Takanarra has no valuable minerals to speak of, and the planet is not suited for growing much beyond what foodstuffs are needed. This lackluster quality is exactly what drew the original colonists here and what keeps them from being bothered much by outsiders. Takanarra has no military force to speak of. They have a few, small, scout-type vessels built from converted transports. They have kept technology very much at the levels they were familiar with when they left Earth.

Trade is not a major occupation on Takanarra. There are a few merchants who sideline in off-world trade, but none who specialize. Lodeston is the largest merchant on the planet, and he will trade with offworlders if they have something of interest. Takanarra's are greatly interested in high-tech items, and these are their major imports, particularly various power generators. Because of the planet's isolationism, there is a large black market on Takanarra. Although it can be difficult to locate a black marketeer, once found, the high tariffs on incoming goods can be avoided.

Although an independent planet, Takanarra still has strong ties to the Federation. There is a continual, if infrequent, flow of information between the two. The Isolationist Party, which controls the two-party democracy, is torn between total isolation and these Federation ties. Upon close examination, it will be found that many of the Party leaders are also either black marketeers or the principal backers of the black marketeers.

**World Log: TANNINE**

<b>System Data</b>	
System Name:	Hammer
Map Coordinates:	(9.2S 6.9E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	VI
Number of Satellites:	2
Gravity:	1 G
<b>Size</b>	
Diameter:	13,000 km
Equatorial Circumference:	40,000 km
Total Surface Area:	510,000,000 sq. km
Percent Land Mass:	90%
Total Land Area:	460,000,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	30 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic
<b>Mineral Content</b>	
Normal Metals:	Trace
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	112220-21
Planetary Trade Profile:	Will not trade with off-worlders

From space, Tannine looks like no more than a white ball with a blue stripe around the middle. This blue band is Tannine's only liquid water, the Equatorial Ocean. Along the ocean, there is a narrow strip of tillable soil. The rest of the planet is covered by a thick sheet of ice that stretches across both poles. This cold world has no redeeming qualities.

Tanninite civilization exists in the form of a human colony that decided to revert to primitive life. They have given up all technology to "live off the land." The Tanninites do know about space travel, but they will not trade with anyone because they regard technology with disgust.

Government on Tannine is pre-tri-bal. The people live in large family groups, which they rarely leave. There is no governmental leader.

**World Log: THISISIT**

<b>System Data</b>	
System Name:	Sinnaway
Map Coordinates:	(11.3S 6.7E)
Number of Class M Present:	1
<b>Planetary Data</b>	
Position in System:	VI
Number of Satellites:	1
Gravity:	1.1G
<b>Size</b>	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	561,000,000 sq. km
Percent Land Mass:	87%
Total Land Area:	488,070,000 sq. km
<b>Surface Conditions</b>	
Length of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
<b>Mineral Content</b>	
Normal Metals:	47
Radioactives:	26
Gemstones:	6
Industrial Crystals:	8
Special Minerals:	9
<b>Cultural Data</b>	
Technological/Sociopolitical Index:	998653-98
Planetary Trade Profile:	CBCDEF-B (C)

Thisisit was discovered many years ago by Simone DeLeone, an explorer for the UFP. He had been searching for an above-average Class M planet for colonization by his employers, the Hathaway Foundation. Since they paid higher prices for better-suited planets, Simone had been dreaming of discovering one that would make him rich enough to retire. When he read the sensor readings on the unknown planet, he exclaimed "Thisisit!!" and decreed that would be its name. Since he had the authority to do so, and no one could come up with a good reason not to name the planet Thisisit, the name was adopted.

Thisisit has maintained relations with the Federation, especially since the war with the Klingons, but is fiercely independent. The government has gone so far as to throw the Federation ambassador off-planet for three months when the ambassador demanded the government stop trading with the Klingons and the Romulans.

Trade on Thisisit is open to all interested parties. Tariffs are low in order to encourage trade and to keep the technology level of the planet high. The black market still thrives, however, because of the location of the world's location. The market here is used by the Mantiev Colonial Association (both sides) to acquire items from Federation sources.

The highly democratic government of Thisisit is undergoing some extensive changes due to the large, recent influx of immigrants. Voting is now restricted to those residents who can prove residency of at least five years.

**World Log: TURNINGPOINT****System Data**

System Name: Nachheis  
 Map Coordinates: (9 6S 6 7E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: III  
 Number of Satellites: 0  
 Gravity: 1.3 G  
 Size  
 Diameter: 16,900 km  
 Equatorial Circumference: 52,000 km  
 Total Surface Area: 660,000,000 sq. km  
 Percent Land Mass: 48%  
 Total Land Area: 320,000,000 sq. km

**Surface Conditions**

Length of Day: 26 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Warm Temperate

**Mineral Content**

Normal Metals: 23%  
 Radioactives: Trace  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

**Cultural Data**

Technological/Sociopolitical Index: 999994-98  
 Planetary Trade Profile: AEEDEEA(C)

Turningpoint is a large, grassy planet, set squarely between Baker's Dozen and the Romulan sphere, and these two powers each use Turningpoint as a buffer zone between themselves. Neither side will try to annex the planet or allow it to be annexed by the other. Needless to say, this state of affairs pleases the Turners greatly.

Turningpoint is considered agricultural, producing some of the finest beef cattle in this portion of the galaxy. The beef is shipped both to the Romulans and to Baker's Dozen, which simply reinforces the buffer zone. Equipment and luxuries must be imported, as well as raw materials and radioactives.

Government on Turningpoint is basically participatory. The population inhabits a few major cities and hundreds of thousands of family ranches. All families have a say in major government decisions, but all off-world dealings are carried out through the City Clans. These are families who prefer to run the large cities rather than the ranches. Primary among these is the clan of Roderigo G. Lopez, who runs Lopez City, the largest and wealthiest city on Turningpoint.

**World Log: ZANNADUU IV****System Data**

System Name: Zannaduu  
 Map Coordinates: (11 5S 6 8E)  
 Number of Class M Present: 1

**Planetary Data**

Position in System: IV  
 Number of Satellites: 0  
 Gravity: .8G  
 Size  
 Diameter: 10,400 km  
 Equatorial Circumference: 32,000 km  
 Total Surface Area: 408,000,000 sq. km  
 Percent Land Mass: 85%  
 Total Land Area: 346,800,000 sq. km

**Surface Conditions**

Length of Day: 24 hours  
 Atmospheric Density: Terrestrial  
 General Climate: Arctic

**Mineral Content**

Normal Metals: 26  
 Radioactives: 22  
 Gemstones: Trace  
 Industrial Crystals: Trace  
 Special Minerals: Trace

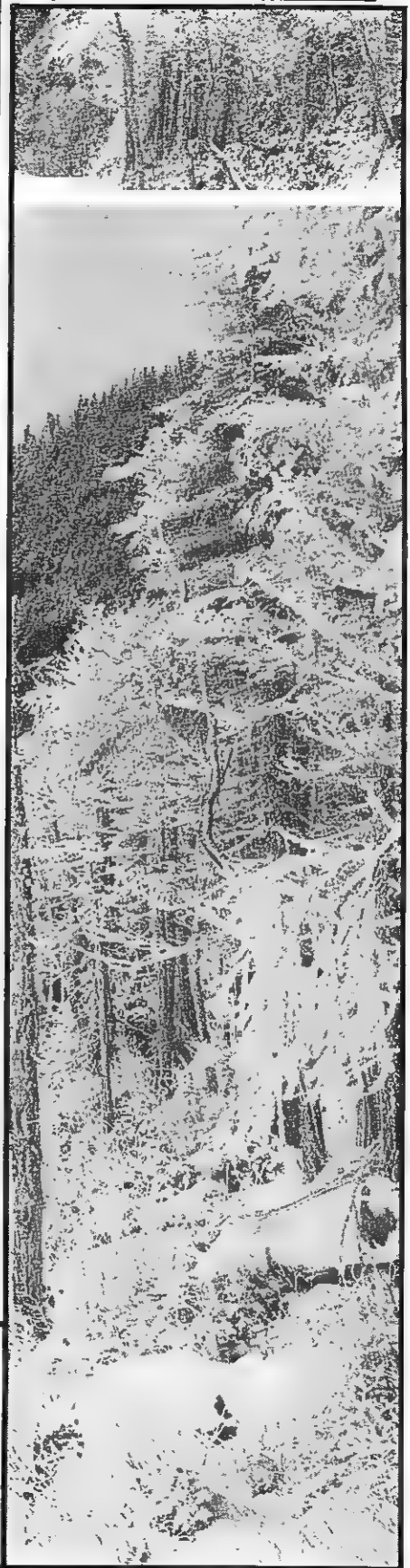
**Cultural Data**

Technological/Sociopolitical Index: 888664-98  
 Planetary Trade Profile: FDEEFFFD(X)

Zannaduu is a desolate snow- and ice-covered planet except for the equatorial zone. Here the snow gives way to lush valleys and plains. In these plains are raised some of the fastest race horses in the galaxy. The snow and ice have given Zannaduu its freedom simply because the planet has nothing to offer a conqueror except its barrenness. Located near the Klingon sphere of influence, the planet has been visited by the Klingons several times. Although the Klingons consider the planet theirs, so far they have not bothered to set up any type of base.

The only real export has been the horses, while almost all other needs must be imported. Food can be grown to support the colony, but most medical supplies are brought in. The planet has fallen behind in technology, maintaining only two sub-light vessels that are used mainly to hop around the planet. Tariffs are non-existent, as is the black market. Occasionally, however, a horse has been known to disappear during the night.

There is no real government on Zannaduu, as the Farley Horse Farms Corporation controls everything. Recently, however, a major competitor, Billie's Racing, has started to build a small station. Trouble has already flared up, with two of Farley's employees killed.



# Personalities

## Name: Kellie Louise BAKER

Race: Human  
Age: 16  
Sex: F

### Attributes:

STR —43      CHA —77  
END —51      LUC —56  
INT —62      PSI —40  
DEX —60

### Combat Statistics:

To-Hit Numbers:      Bare-Hand Damage: 1D10+2  
Modern: 43      AP: 10  
HTH: 44

### Significant Skills:

	Rating
Language	
Niicali	64
Orion	21
Negotiation/Diplomacy	31
Streetwise	15
Personal Combat, Unarmed	28

### Distinguishing Physical Characteristics:

Kellie inherited her blonde hair, blue eyes, and petite good looks from her late mother.

### Brief Personal History:

*Birthplace:* Baker's World

Kellie, the only child of Willis J. F. Baker, is heir apparent to the Baker political dynasty. She is her father's pride and joy, as well as her father's daughter. Underneath the pretty, youthful exterior is a born politician. Kellie serves as her father's official hostess for state social functions and travels extensively to make both personal appearances and real, working, fact-finding runs for her father. At her father's request, she spent almost a year on leave of absence from school studying the culture and language of the Niicali, and, as a result, she is especially fond of the Niicali people. It is clear that she is in training to be the first woman to hold the top position on Baker's World, and perhaps her father's successor as Chairman of the AOFW council.

### Personality:

#### *Motivations/Desires/Goals:*

Kellie totally enjoys her role as go-fer and unofficial cabinet member, as she describes herself. Somewhat of a bookworm, Kellie dates infrequently and so far has purposely avoided any serious romantic entanglements.

#### *Manner:*

Although personable and friendly, her quick (and somewhat sardonic) wit on occasion surprises people. She is definitely NOT naive, but she does tend to be somewhat impulsive.

### Special Knowledge/Powers:

None.



## Name: Willis J. F. BAKER

Rank/Title: President, Baker's World Governing Council  
Current Assignment: Chairman of AOFW Council

Race: Human  
Age: 45  
Sex: M

### Attributes:

STR —46      CHA —81  
END —57      LUC —69  
INT —73      PSI —15  
DEX —42

### Combat Statistics:

To-Hit Numbers:      Bare-Hand Damage: 1D10+4  
Modern: 34      AP: 8  
HTH: 45

### Significant Skills:

	Rating
Administration	79
Leadership	90
Negotiation/Diplomacy	77
Shuttlecraft Pilot	45
Trade and Commerce	31

### Distinguishing Physical Characteristics:

Baker is 6'1" tall, with blue eyes and sandy hair just beginning to thin on top.

### Brief Personal History:

*Birthplace:* Baker's World

The controlling heir of the First Family of Baker's World, Baker was born and raised to be a consummate diplomat, leader, and statesman. He has served both his homeworld and the AOFW well, holding the group together during some of the most difficult times in its history. In so doing, he has maintained the tradition of charismatic service and leadership established by three previous generations of Bakers. He has an excellent staff to handle planetary affairs, and travels widely in the AOFW to maintain contact among the member worlds. Like his father before him, Willis Baker enjoys great popularity among the people of Baker's World and the AOFW in general.

### Personality:

#### *Motivations/Desires/Goals:*

Baker is a realistic altruist and somewhat of a libertarian, believing strongly that government should offer only the help that people need, not attempt to direct their lives. He is suspicious of those who profess to want to protect the public from its own folly, and completely impatient with incompetence and foolishness. Born to the limelight, he is actually a very private individual, and cherishes the rare occasions he can simply relax and be a father first and a head of state second. He is overindulgent when it comes to his young daughter, and makes no secret of it. Though he is noted for gallant treatment of women (making him something of an anachronism), he has had no known romantic ties since the death of his wife.

#### *Manner:*

Baker is friendly, approachable, and confident in his public persona. In private, he is a decisive leader who does not believe in brooding about situations. Although his approach to problem-solving is sometimes unorthodox, his many years in politics seem to have given him an uncanny knack for anticipating the actions of other people. Baker is popular, and refuses to barricade himself from the public with guards, secretaries, and the like. Despite his popularity, those close to Baker fear that his accessibility leaves him too open to assassination attempts.

### Special Knowledge/Powers:

Baker is a savvy politician with an almost flawless memory for names, places, and facts of all types. He frequently uses this ability to fluster debate opponents by either drowning them in statistics, or surprising them with pieces of obscure but relevant knowledge the opponent thought was a well-kept secret.

**Name: BHIND'RR**

Rank/Title: Merchant Princess, Lanroche VIII

Race: Caitian

Age: 61

Sex: Female

**Attributes:**

STR	—59	CHA	—75
END	—57	LUC	—63
INT	—57	PSI	—01
DEX	—82		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10+7
Modern: 68	AP:	12
HTH: 76		

**Significant Skills:**

	Rating
Administration	47
Bribery	37
Carousing	36
Computer Operation	40
Language	
Galacta	92
Klingon	63
Orion	44
Leadership	42
Marksmanship, Modern	54
Medical Sciences	
Psychology, Caitian	60
Psychology, Human	47
Negotiation/Diplomacy	75
Personal Combat, Unarmed	70
Shuttlecraft Pilot	60
Streetwise	35
Trade and Commerce	83
Value Estimation	67

**Brief Personal History:**

Bhind'rr is the arch-typical Merchant Princess. Her family moved to the Triangle when she was very young, and so she has spent most of her life on Lanroche. Having worked her way up through many types of businesses, finally, at the age of 30, Bhind'rr was able to buy a small, five-man trader. With this vessel, she began trading all over the area. When she was 35, Bhind'rr was able to buy a second ship. At 37, she bought her third.

Now Bhind'rr owns a proud fleet of 42 ships, most of which are constantly trading across the Triangle.

**Personality:****Motivations/Desires/Goals:**

Bhind'rr's major goal is to become the best fleet owner in the Federation. She has always had to prove herself, both because of her femininity and her race. Other traders tried to undermine her with gossip, but rather than allow the taunts to upset her, she used them to fuel her drive to succeed.

She does not mind carrying contraband cargos; in fact, she will ship just about anything for which there is a buyer at the other end. Rumor has it that this is how she became so successful so quickly, but it has never been confirmed.

**Manner:**

Bhind'rr is a quiet, unassuming Caitian. Through years of practice, she has almost managed to eliminate the rolling, purring accent common to most Caitians. She does not allow herself to be seen often, and most people assume she is Human when talking to her by radio or non-video link.

**Special Knowledge/Powers:**

None.

**Name: CALLANDA (The Black)**

Rank/Title: Centurion

Current Assignment: Romulan tradeworld H'lass

Position: Portmistress

Race: Romulan

Age: 34

Sex: F

**Attributes:**

STR	—69	CHA	—32
END	—62	LUC	—28
INT	—50	PSI	—37
DEX	—65		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10+9
Modern: 60	AP:	10
HTH: 64		

**Significant Skills:**

	Rating
Administration	41
Marksmanship, Modern	54
Personal Combat, Unarmed	63
Streetwise	71
Trade and Commerce	53

**Distinguishing Physical Characteristics:**

Callanda is that extremely rare Romulan, an individual with dark skin. Among members of her race, dark skin color is not a racial trait, but rather a mutation. Such children must fight eventually for their birthright in the Arena of Life. Callanda is a survivor of the Arena, and the battle left her face noticeably scarred.

**Brief Personal History:****Birthplace:** D'cl'vangam

Because of her skin coloring and grim, brooding nature, Callanda has been a loner all her life. During her first year of *D'talla* (compulsory military service), her home planet was occupied by the Klingons. She requested and received a transfer to the Romulan vessel that delivered a special anti-matter bombardment to the Klingon fortifications there. The attack laid waste to the surface of her homeworld, killing both the Klingon occupation force and the surviving members of her family in the name of Romulan vengeance. After her service, she remained in the military, rising to the rank of Centurion and serving mostly aboard armed merchant vessels. Callanda worked her way up from cargo handler to cargomaster of a merchant fleet before accepting a transfer to H'lass and her current assignment.

**Personality:****Motivations/Desires/Goals:**

Callanda has spent most of her life in space, and so has little experience with planetside life. Due to her brooding nature, she has few friends among her own people. She is more comfortable dealing with aliens, most of whom may be surprised by her coloration, but not particularly disturbed by it (unlike her fellow Romulans, who are suspicious of racial deviations of any type). Callanda is obsessed with a drive to justify her survival in the Arena by proving herself an exemplary Romulan. She has a cold hatred for Klingons, but conceals it well when dealing with IKS merchants for the sake of her career. Aware that the survival of the IKS is irritating to the Klingon Empire as a whole, she sublimates her own hatred for the Klingon race.

**Manner:**

Callanda is efficient and business-like, allowing no one close on a personal level. Though she desperately wants the approval of her fellow Romulans, she is too proud to show her vulnerability. She finds Humans very interesting, however, as her contact with them was limited before her current assignment. She is especially mindful of the fact that most modern Human cultures do not take notice of skin color when evaluating the worth of an individual.

**Special Knowledge/Powers:**

Callanda wears a small iridium icon of her family battle god about her neck, a present from her late father when she entered the service. It is her most prized possession. When her home planet was rendered lifeless, she remained the only follower of this aspect of the battle god, and performs her family's traditional prayers and rituals in honor of them. The necklace is valuable, but not priceless, yet she would die before surrendering it for any reason. She will die trying to keep any oath she makes in the name of *C'les*, or on the memory of her family.

**Name: Jean CARISLON****Rank/Title:** Jemison Broker**Race:** Human**Age:** 38**Sex:** Female**Attributes:**

STR — 61	CHA — 62
END — 59	LUC — 57
INT — 67	PSI — 51
DEX — 68	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10 + 8
Modern: 59	AP:	10
HTH: 62		

**Significant Skills:**

	Rating
Administration	53
Bribery	78
Carousing	77
Language	
Klingon	52
Romulan	66
Orion	49
Marksmanship, Modern	51
Negotiation/Diplomacy	65
Personal Combat, Unarmed	57
Security Procedures	49
Social Sciences, Federation Law	40
Streetwise	74
Trade and Commerce	58
Value Estimation	70

**Brief Personal History:***Birthplace:* Jemison

Carison was born and raised on Jemison, growing up in the slum areas of Jemison Port, the largest city on the planet. When she was an infant, her father abandoned the family. At the age of six, she watched her brother die of a knife wound received in a gang fight. Her mother died when Jean was twelve.

At that point, with no family remaining, she began living in the street, quickly becoming tough and fast. By the time Carison was 15, she was working as a runner for a black market fence. When the owner died of mysterious circumstances the following year, she took over the business.

That small business has since grown into the largest brokerage firm on Jemison. Hers is the only firm operating on the planet, because anyone who attempts to compete either disappears or decides to quit the field. Carison's operation is very large and her aides are very large and very persuasive.

**Personality:***Motivations/Desires/Goals:*

Determined that hers be the only brokerage on Jemison, Carison will not tolerate competition in any form.

*Manner:*

Jean Carison is a slim woman of 38, but she looks younger and very innocent. This is, perhaps, how she has managed to stay in business so many years. In actual fact, she is a totally ruthless person who will not hesitate to turn her enforcers loose on anyone who is in her way, including even her friends. She cannot stand being second best in *anything*.

**Special Knowledge/Powers:**

None.

**Name: Howard S. CARWILE****Rank/Title:** Owner of Carwile's World**Race:** Human**Age:** 57**Sex:** Male**Attributes:**

STR — 61	CHA — 71
END — 50	LUC — 61
INT — 62	PSI — 14
DEX — 61	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10 + 7
Modern: 30	AP:	10
HTH: 55		

**Significant Skills:**

	Rating
Administration	50
Carousing	23
Gaming	47
Language	
Vulcan	62
Tellarite	44
Leadership	58
Negotiation/Diplomacy	76
Personal Combat, Unarmed	49
Trade and Commerce	64
Trivia	
Art Appreciation	51
Value Estimation	77

**Brief Personal History:**

Howard Carwile is chairman of the board of Rashile Gourmet Foods. Under his guidance, both Rashile and Carwile have grown quite prosperous. Born to a wealthy family, Carwile has had an uncanny knack for making the right, and thus most profitable, business decisions most of the time. His personal fortune has continued to grow to the point where he was able to buy a planet, Carwile's World.

On Carwile's World, Carwile set up an art colony that rivals any in the Federation. Virtually any type of artist may be found there. The world's few towns and cities all cater to the whims and fancies of its 50,000 working artists. Carwile is exceedingly pleased to have founded such a world and to be able to live in it.

He maintains a lovely mansion with sculptured grounds near Gallery, the main city on Carwile's World. Though not artistically gifted himself, Carwile has filled his home with the works of the thousands of artists residing on his planet.

**Personality:***Motivations/Desires/Goals:*

Carwile desires money and power, with the goal of being considered the greatest patron of the arts who has ever lived. This goal is unconscious, however, as Carwile will never admit to himself that his actions are anything but humanitarian.

*Manner:*

Howard Carwile is a forceful, dynamic man. He is ruthless in business, feeling justified by his conviction that anyone who cannot succeed in the business world deserves bankruptcy. His one weakness is art, and he will give large amounts of money to any artist who cannot make ends meet.

**Special Knowledge/Powers:**

None.



**Name: Thorapolis CREOLE****Rank/Title:** Free trader**Race:** Human**Age:** 46**Sex:** M**Attributes:**

STR	—43	CHA	—67
END	—39	LUC	—73
INT	—71	PSI	—09
DEX	—47		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10
Modern: 30	AP:	8
HTH: 40		

**Significant Skills:**

	Rating
Administration	11
Astronomy/Astrophysics	39
Bribery	29
Carousing	56
Computer Operation	89
Computer Technology	86
Electronics Technology	79
Federation Law	56
Forgery	63
Language	
Klingon	21
Orion	43
Leadership	09
Marksmanship, Modern	13
Negotiation/Diplomacy	31
Personal Combat, Unarmed	33
Small Vessel Engineering	31
Small Vessel Piloting	62
Starship Communications Procedures	43
Starship Navigation	41
Starship Sensors	29
Trade and Commerce	37
Trivia	
History of Computer Science	59

**Distinguishing Physical Characteristics:**

Creole wears a camouflage bush hat most of the time, and walks with a slight limp due to an old injury in the left ankle.

**Brief Personal History:***Birthplace:* Vanessa Cambulla IV

When Thorapolis Creole was eleven years old, his wealthy parents enrolled him in a military academy in the Federation, because they did not want to be bothered with having a child around. At the academy, the boy's early interest in computers got him into trouble when he tried to get one of his teachers fired by falsifying some of the records in the school computer. The academy responded by sending him on a training cruise with upper classmen. During a brawl on that cruise, he received the ankle injury that would leave him with a lifelong limp. After being tossed out of the academy, he got a job in a bank, where he used his computer knowledge to create a large account in his name. As soon as he had embezzled enough money, he bought a ship, and then jumped planet. Creole fled to the Triangle, keeping always one step ahead of the authorities.

**Personality:***Motivations/Desires/Goals:*

Creole has no real desire for money, except to purchase computer equipment and to continue evading the authorities. He currently travels from planet to planet in the Triangle attempting to garner enough money to buy a duotronic computer and a ship large enough to house it. This being extremely expensive (not to mention the expense of operating and manning such a large vessel), he will probably be in the Triangle a long time.

*Manner:*

Because of the feeling of abandonment and harassment that characterized his early life, Creole is a loner who avoids contact with other people. When he has no other choice but to deal with others face-to-face, he appears shy and reserved.

**Special Knowledge/Powers:**

None.

**Name: Simon L. DeWITT****Current Assignment:** *Highdiver***Position:** Captain**Race:** Human**Age:** 40**Sex:** Male**Attributes:**

STR	—45	CHA	—54
END	—65	LUC	—68
INT	—60	PSI	—46
DEX	—55		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10
Modern: 41	AP:	9
HTH: 27		

**Significant Skills:**

	Rating
Administration	20
Bribery	44
Carousing	23
Communication Systems Operation	10
Computer Technology	25
Deflector Shield Technology	10
Language, Vulcan	20
Marksmanship, Modern Weapon	28
Medical Sciences	
General Medicine	19
Psychology	10
Negotiation/Diplomacy	23
Shuttlecraft Pilot	10
Small Vessel Piloting	30
Small Vessel Engineering	10
Space Sciences	
Astronomy	20
Astrogation	26
Starship Helm Operation	30
Streetwise	12
Trade and Commerce	48
Value Estimation	33
Warp Drive Technology	10

**Brief Personal History:***Birthplace:* Earth

DeWitt graduated from the Merchant Academy with passing scores. After leaving the academy, he was hired by Rantura Shipping Lines as a Helmsman/Navigator. After spending 18 years working for Rantura, DeWitt had worked his way up to the position of Starship Captain.

Deciding to seek his own fortune, Simon DeWitt used his severance pay and savings as a down payment on an *Argon* class ship, the *Highdiver*. Next, he assembled a crew, and headed out among the stars.

The search for a more promising future brought him to the Triangle, and Lanroche VIII. Here, he has found a great flow of merchandise, which, in the last two years, has made him a fairly respectable Trader Captain with a significant number of contacts.

**Personality:***Motivations/Desires/Goals:*

DeWitt's goal is, simply enough, to become a wealthy and successful trader within the Triangle area.

*Manner:*

Simon DeWitt is an easygoing fellow who will neither cheat a customer nor allow himself to be cheated either. He also has a personal policy not to carry any outright illegal cargoes. That does not mean that he would refuse to do so if survival demanded it. Given the choice between bankruptcy and carrying those cargoes, he would acquiesce without hesitation. He has never yet been forced to make that choice, however.

In his dealings with his crew, DeWitt is always fair and honest. He will not fire a crew member except for an extreme violation of ship's rules.

**Special Knowledge/Powers:**

None.

**Name: DIRK****Position:** Linguist and Collector of Oddities**Race:** Human  
**Age:** about 80  
**Sex:** Male**Attributes:**

STR	—66	CHA	—65
END	—66	LUC	—97
INT	—63	PSI	—01
DEX	—58		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10 + 3
Modern: 73	AP:	11
HTH: 29		

**Significant Skills:**

	Rating
Administration	63
Computer Operation	54
Gaming	72
Language	
Andorian	50
Caitian	46
Klingon	78
Orion	53
Romulan	70
Tellarite	43
Vulcan	66
Marksmanship, Modern	88
Medical Sciences	
Psychology, Human	59
Negotiation/Diplomacy	66
Trade and Commerce	54
Value Estimation	86

**Brief Personal History:**

Dirk has been around longer than most people wish to acknowledge. No one knows very much about his past, except that he is rumored to be a member of one of the oldest and richest families in Federation space. Dirk himself will neither confirm nor deny this, but it is well-known that he is very wealthy.

One of the foremost linguists in the Triangle area, Dirk can speak the languages of most of the major races in the Federation and the Triangle. His other talents are kept very well-hidden, however.

Most of the time, he can be found at the Remfry Plaza, which is the largest and most glamorous hotel/casino on Remfry. He enjoys gambling, and, when not so engaged, he can usually be found sitting in the lounge, sipping wine and talking to anyone who will. Two body guards always accompany him, and these guards change daily.

Dirk lives in the penthouse suite of the Remfry Plaza, but no callers are ever allowed up to his suite; he always comes down to meet them. Dirk is also rumored to be a collector of *oddities*. He is always on the lookout for the purchase of interesting pieces of art or artifact, and usually knows the general whereabouts of some item he would be willing to buy, assuming someone else would go and retrieve it for him.

**Personality:****Motivations/Desires/Goals:**

Again, no one knows much about what motivates Dirk. He spends money freely, but never seems to run out. Also, he obviously likes anything out of the ordinary or one-of-a-kind, and will pay handsomely for it.

**Manner:**

Dirk is old, somewhat obese, and very jovial. He also likes to talk a great deal without ever really saying anything. He does not tolerate ill humor around him; anyone in a bad mood will be told to go away until they are less irritable. Few will argue with him on this point because Dirk's bodyguards look like they mean business.

**Special Knowledge/Powers:**

None.

**Name: Matthew Joseph ELLERBEE****Rank/Title:** Lt. Commander, Star Fleet (retired)**Current Assignment:** Colli Science Station**Position:** Chief of Security**Race:** Human**Age:** 61**Sex:** M**Attributes:**

STR	—47	CHA	—39
END	—39	LUC	—68
INT	—73	PSI	—01
DEX	—55		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10 + 5
Modern: 63	AP:	9
HTH: 53		

**Significant Skills:**

	Rating
Leadership	63
Marksmanship, Modern	70
Personal Combat, Unarmed	55
Security Procedures	88
Small Unit Tactics	73
Social Sciences, Archaeology	23
Trivia, Preserver Lore	34

**Distinguishing Physical Characteristics:**

Ellerbee's coal-black hair is whitened at the temples, but he is still a ruggedly handsome man.

**Brief Personal History:****Birthplace:** Luna, Sol system

Ellerbee, a veteran of the Four Years War, took furlough on Baker's World Stardate 2/1006, while serving aboard the heavy cruiser *USS John Paul Jones*. Dissatisfied with his lack of promotion to Commander, despite his exemplary record, Ellerbee took early retirement when offered the job of Colli Station Chief of Security by Willis Baker.

**Personality:****Motivations/Desires/Goals:**

Ellerbee is an amateur archaeology buff, and is fascinated by the Preservers. The chance to be close to a Preservers enclave was his major motivation for taking the job of Security Chief, and he is determined to assure that the relics are not stolen or misused.

**Manner:**

Ellerbee is a shrewd, experienced security specialist who prefers to prevent trouble rather than shoot his way out of it. He takes every breach of security very personally, and is known to his subordinates as a tough, but fair and good-humored man.

**Special Knowledge/Powers:**

Many of Ellerbee's officers are former Star Fleet officers who once served with him or knew him by reputation during his UFP career. Personally trained by Ellerbee, they are a highly-motivated, elite group, and have enormous respect and admiration for their commanding officer.





**Name: Jonas ELLEY****Rank/Title:** Leader of the Chaniviev Alliance**Race:** Human**Age:** 43**Sex:** M**Attributes:**

STR	—43	CHA	—93
END	—57	LUC	—89
INT	—87	PSI	—46
DEX	—41		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10
Modern: 39	AP:	8
HTH: 27		

**Significant Skills:**

	Rating
Administration	46
Bribery	57
Carousing	12
Computer Operation	32
Instruction	27
Language	
Klingon	23
Orion	31
Leadership	72
Marksmanship Modern	37
Negotiation/Diplomacy	68
Personal Combat, Unarmed	13
Psychology, Human	31
Small Vessel Piloting	13
Social Sciences	
Federation History	56
Federation Law	45
Klingon Law	17
Trade and Commerce	24
Trivia, Historical Earth Leaders	78

**Distinguishing Physical Characteristics:**

Elley is 6'4" tall, and usually wears shoes designed to further accent his height. His piercing, steel-blue eyes seem to rivet to the spot anyone who looks into them.

**Brief Personal History:***Birthplace:* Great Britain, Terra

Elley is a political exile from the United Federation of Planets. The stodgy British government of the province where he resided could not tolerate his ideas, so he and his followers headed for the Triangle. They arrived in the Mantiev Colonial Association in 2/09, choosing Chaniviev as the most likely planet for success. Elley began promptly to work his way up the political ladder. In 2/18, he became the Planetary Governor of Chaniviev, and is currently the leader of the Chaniviev Alliance, the rebels in the Mantiev civil war.

**Personality:***Motivations/Desires/Goals:*

Elley is consumed with power and everything associated with it. As an underachieving schoolboy, he was often the target of ridicule. Later, in college, political science appealed to him strongly. He immersed himself in studies of the great men of history, absorbing as much as possible about their methods for gaining power. His goal in life has become the same as the goal of those he studied — domination.

*Manner:*

Elley is basically a quiet man, keeping to himself whenever possible by delegating to his staff the details of the affairs of state. In his dealings with people, he prefers groups to individuals, finding them easier to control.

**Special Knowledge/Powers:**

None.

**Name: Jonny FARLO****Rank/Title:** Owner of the planet Jonny's Retreat**Race:** Human hybrid**Age:** 41**Sex:** M**Attributes:**

STR	—63	CHA	—83
END	—56	LUC	—85
INT	—73	PSI	—16
DEX	—52		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10+3
Modern: 55	AP:	9
HTH: 63		

**Significant Skills:**

	Rating
Administration	67
Bribery	68
Carousing	47
Computer Operation	32
Forgery	59
Gaming	63
Language	
Klingon	46
Orion	43
Leadership	26
Marksmanship, Modern	58
Negotiation/Diplomacy	81
Personal Combat, Unarmed	74
Social Sciences	
Psychology, Human	62
Psychology, Klingon	34
Psychology, Orion	16
Steetwise	41
Trade and Commerce	68
Trivia	
Games of chance	52
Value Estimation	85

**Distinguishing Physical Characteristics:**

There is a slight downward twist to the left corner of Farlo's mouth, and the index finger of his left hand is permanently disfigured.

**Brief Personal History:**

Farlo grew up everywhere and nowhere in the UFP. He was born a street urchin, abandoned at birth, and raised in an orphanage. He ran away at the age of eight to join with a free trader who needed a cabin boy to help aboard ship. By the time he was 21, Jonny Farlo had learned every crooked trick known to the eleven merchants who employed him. Then he won a small ship in a crap game, going on to build a fleet of traders before he, too, joined the exodus to the Triangle. Having discovered an unclaimed planet near the Turnstile, Farlo claimed it. Until the Klingons arrived, no one disputed his claim.

**Personality:***Motivations/Desires/Goals:*

Jonny is consumed with a lust for money. He settled Jonny's Retreat with the intention of letting others run his fleet of ships for him. The Klingon's arrival has merely redirected his efforts, because he intends to bilk them for all the money he can. Where or how he makes his money is of little concern. All he cares for is how much.

Jonny does have some decency, however. He usually sells his information to UFP agents at a discount. The way he looks at it, if the Klingons start shooting, he wants to have someone handy who might bail him out.

*Manner:*

Jonny is a wheeler-dealer. Always talking, always on the move. He reminds one of a video gangster, as he is always accompanied by two goons who are armed with Federation phasers and stun clubs.

**Special Knowledge/Powers:**

None.

**Name: Ricao FERNANDI****Current Assignment:** *Highdiver***Position:** First Officer**Race:** Human**Age:** 36**Sex:** Male**Attributes:**

STR — 60	CHA — 67
END — 67	LUC — 55
INT — 59	PSI — 39
DEX — 60	

**Combat Statistics:****To-Hit Numbers:**

*Modern:* 49  
*HTH:* 55

**Bare-Hand Damage:** 1D10+7

AP: 10

**Significant Skills:**

	Rating
Administration	12
Computer Operation	26
Computer Technology	28
Deflector Shield Operation	27
Marksmanship, Modern Weapon	39
Personal Combat, Unarmed	50
Small Vessel Pilot	30
Space Sciences	
Astronomy	20
Astrogation	35
Starship Helm Operation	37
Starship Sensors	13
Trade and Commerce	34
Value Estimation	24
Warp Drive Technology	10

**Brief Personal History:****Birthplace:** Deneva

Fernandi was born and raised on Deneva, where his father was a minor executive for Rantura Shipping Lines. When Ricao came of age, he was enrolled in the Merchant Academy on scholarship from Rantura. After graduation, he returned to Deneva and joined Rantura.

After a time as navigator, Ricao was assigned to the same ship as his friend, Simon DeWitt. The two of them served side by side for a number of years, until DeWitt rose to the position of Captain and Ricao became his First Mate.

When, at the age of 34, his friend Simon left Rantura, Ricao left with him. Although he had less savings than his friend, Ricao pooled his money with Simon's, and the two of them applied for a Federation-subsidized loan. The application was soon accepted, allowing them to purchase an *Argon* class ship, the *Highdiver*.

**Personality:****Motivations/Desires/Goals:**

Ricao is a rather unimaginative fellow who always follows his Captain's lead. He, of course, desires wealth and prosperity, but would also be happy just scratching out a living.

**Manner:**

Ricao is a quiet, unassuming young man. He greatly respects and admires his friend Simon, and is himself very well liked among the crew of the *Highdiver*.

**Special Knowledge/Powers:**

None.

**Name: Leonard FOREST****Occupation:** Gunman for hire**Race:** Human**Age:** 36**Sex:** M**Attributes:**

STR — 58	CHA — 31
END — 60	LUC — 77
INT — 44	PSI — 21
DEX — 73	

**Combat Statistics:****To-Hit Numbers:**

*Modern:* 84  
*HTH:* 54

**Bare-Hand Damage:** 1D10+6

AP 12

**Significant Skills:**

	Rating
Gaming	29
Marksmanship, Modern	95
Streetwise	77

**Distinguishing Physical Characteristics:**

Craggy, dark-haired Lightning Len Forest is missing the little finger of his left hand. He claims it was burned off by a stray shot in one of his many battles, but actually it was lost to frostbite as a child. Forest never bothered with a prosthetic replacement as an adult, because the hand had suffered too much nerve damage for transplant or regeneration to be effective.

**Brief Personal History:****Birthplace:** Unknown, though Forest claims it was within the UFP.

The child of political dissidents, Leonard Forest came to Hoot with his parents at the age of twelve. By age 20, he was recognized as the deadliest hired gun on Hoot, his reputation based largely on a famous incident during which Lightning Len killed six armed men with the last six shots in his weapon. He currently serves as Chief Enforcement Officer for the Mayor of Corbie. As head of a large armed force, Forest's job is mostly ceremonial, with the force's reputation bolstered by the noted gunman's planet-wide fame.

**Personality:****Motivations/Desires/Goals:**

Lightning Len is not comfortable wearing his current cloak of respectability. Most of his life has been spent alone, trusting no one and surrounded by people who either feared or hated him. Three years ago, he took the uncharacteristic step of committing himself to a position that required he stay in one place, secretly hoping he could thus avoid being killed on the day his hand finally would prove too slow or his eye too unsteady to keep him alive.

Lightning Len still has many enemies, but few would want him bad enough to take on the entire Corbie protective force. He is still in fair shape, and stays in practice with most types of modern beam and projectile hand weapons. It has been over two years, however, since he has used a weapon for anything more serious than a demonstration of his skill.

**Manner:**

As through most of his life, Forest remains a tough-talking, quick-tempered individual. These days, however, the temper is turned more toward sharp words than deadly action. Believing he must maintain an air of total confidence, Forest makes it a point to be a bit more gruff and disagreeable than is really necessary.

**Special Knowledge/Powers:**

Lightning Len is an expert marksman, and will always shoot to kill whenever he finds it necessary to use a weapon. Well aware that his reputation now exceeds his abilities, he believes his survival depends on concealing that fact through any means possible.



**Name: Dilger HESS****Rank/Title:** Amalgamated Traders Association President**Race:** Human**Age:** 51**Sex:** Male**Attributes:**

STR	—62	CHA	—67
END	—71	LUC	—71
INT	—60	PSI	—11
DEX	—67		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10+3
Modern: 33	AP:	11
HTH: 33		

**Significant Skills:**

	Rating
Administration	76
Carousing	28
Leadership	37
Medical Sciences	
Psychology, Human	46
Negotiation/Diplomacy	56
Trade and Commerce	58
Value Estimation	45

**Brief Personal History:**

Hess has been a trader since he was 15. At that time, he joined a merchant crew as a freight handler. He has worked as a steward, accountant, office manager, and, finally, corporate controller. He has been on the ATA Board of Directors for ten years. Two years ago, he was elected as ATA President, and is still a popular leader. He looks forward to winning that election again next year.

**Personality:****Motivations/Desires/Goals:**

Hess is considered an honest man and is a popular figure. As his goal is always to be the best at anything he attempts, he wants to be the best president the ATA has ever had.

**Manner:**

Dilger is a big, slow man who avoids physical exertion whenever possible. He is quiet and jovial, and projects an air of sincerity and forthrightness.

**Special Knowledge/Powers:**

None.

**Name: KEPEL zantai-Venonn****Rank/Title:** Grand Admiral, Imperial Klingon States**Race:** Imperial Klingon**Age:** 51**Sex:** M**Attributes:**

STR	—70	CHA	—63
END	—58	LUC	—43
INT	—75	PSI	—04
DEX	—78		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10+3
Modern: 64	AP:	11
HTH: 65		

**Significant Skills:**

	Rating
Administration	41
Bribery	31
Computer Operation	17
Interrogation	33
Language	
Galacta	21
Orion	28
Leadership	76
Marksmanship, Modern	51
Negotiation/Diplomacy	31
Personal Combat, Unarmed	52
Security Procedures	35
Small Unit Tactics	18
Social Sciences	
Klingon History	15
Klingon Law	18
Orion Law	12
Triangle History	23
Starship Combat Strategy/Tactics	56
Starship Sensors	13
Surveillance	47
Zero-G Operations	37

**Distinguishing Physical Characteristics:**

Kepel has a large scar over the left eye, the result of a wound received in a recent brawl.

**Brief Personal History:**

Kepel attained power in the confusion following the death of Kamato, the previous leader of the Klingons in exile in the Triangle. He assumed command three days after Kamato's demise, and the following day established the Imperial Klingon States.

**Personality:****Motivations/Desires/Goals:**

Like many another Klingon, Kepel seeks two things from life — power and control. He has taken the dream of his predecessor and is turning it into reality. Currently in the process of consolidating the position of the IKS in the Triangle, he hopes one day to succeed where Kamato failed. Once his force is strong enough, Kepel will attempt to seize control of the throne in the Klingon Empire.

**Manner:**

Kepel was able to take command because his staff, and Kamato's, believe he has the ability to succeed where Kamato failed. Kepel realizes that he has never commanded fleets in major actions, but he is a true leader who can acknowledge his failings. In this, he differs from most Klingons. By his willingness to listen to advice and give credit when due, he has earned the loyalty of his followers.

**Special Knowledge/Powers:**

None.

**Name: K'ZINH sutai-Velai****Rank/Title:** Work Project Coordinator**Current Assignment:** Commander of Prison Planet, Mraarda**Race:** Imperial Klingon**Age:** 53**Sex:** M**Attributes:**

STR	—70	CHA	—36
END	—68	LUC	—18
INT	—78	PSI	—01
DEX	—67		

**Combat Statistics:****To-Hit Numbers:***Modern:* 60*HTH:* 64**Bare-Hand Damage:** 1D10+3

AP: 10

**Significant Skills:**

	Rating
Administration	64
Bribery	23
Computer Operation	31
Forgery	11
Interrogation	61
Language	
Galacta	31
Orion	27
Leadership	34
Marksmanship, Modern	53
Medical Sciences	
General Medicine, Klingon	23
Psychology, Klingon	34
General Medicine, Orion	12
Negotiation/Diplomacy	18
Personal Combat, Unarmed	62
Security Procedures	58
Small Unit Tactics	31
Social Sciences	
Klingon Law	21
Triangle History	25
Streetwise	18
Surveillance	39

**Distinguishing Physical Characteristics:**

None.

**Brief Personal History:**

K'Zinh was an Admiral on the Romulan Border staff who opened his mouth one too many times. Too valuable simply to be eliminated, he was transferred to the command of a new prison planet, Mraarda, near the Triangle.

**Personality:****Motivations/Desires/Goals:**

K'Zinh is determined to get out of his current position, and the Klingon military offers several alternatives. He could desert, but that would not be his style. He could pursue the man responsible for his being on Mraarda, but that is difficult because of the distance involved. He could make the best of the situation, which he *is* now doing. There is also the option of disappearing into the Triangle in search of the rumored IKS, which may have need of his talents. As his current situation grows more intolerable, it is quite likely he will do just that.

**Manner:**

K'Zinh has been moody of late, causing quite a stir among his troops. Many of them feel they might receive a handsome promotion if K'Zinh were to be eliminated. Becoming aware of this, K'Zinh responded by coming out of his shell of isolation to make contact with traders bringing supplies to Mraarda. He has every intention of leaving when the opportunity presents itself, and is spending much of his time learning what he can about the Triangle.

**Special Knowledge/Powers:**

None.

**Name: Tali LITHAN****Rank/Title:** Owner**Current Assignment:** Lithan Trade Developments, Inc.**Race:** Orion**Age:** 68**Sex:** M**Attributes:**

STR	—35	CHA	—48
END	—31	LUC	—41
INT	—68	PSI	—01
DEX	—42		

**Combat Statistics:****To-Hit Numbers:***Modern:* 21*HTH:* 21**Bare-Hand Damage:** 1D10

AP: 8

**Significant Skills:**

	Rating
Leadership	58
Streetwise	72
Bribery	69
Trade and Commerce	75

**Distinguishing Physical Characteristics:**

Lithan has light skin, and is of medium height. He has a star-shaped scar behind his right ear, the result of a low-power laser burn.

**Brief Personal History:***Birthplace:* Orion Colonial States**Personality:****Motivations/Desires/Goals:**

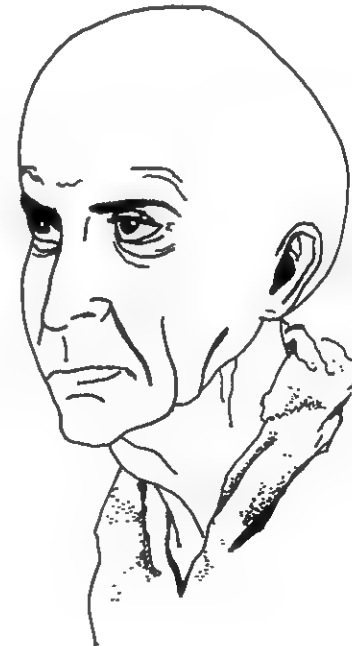
Lithan's motivations and goals have always involved the acquisition of money. During his rise to prominence, he was known as a particularly ruthless individual. Today, his self-imposed isolation removes from him the burden of day-to-day interaction with people, whom he feels will constantly disappoint him.

**Manner:**

Lithan sees no one but his executive secretary, the Vulcan T'planna. In the past several years, he has even given up direct orders, trusting T'planna to handle all corporate affairs alone.

**Special Knowledge/Powers:**

Lithan lives in a totally-automated mansion in a guarded compound near the Freeloader spaceport. Only T'planna is authorized by the security computers to enter the compound.



**Name: Thomas Ian MacCLAIN**

**Rank/Title:** Laird of Clan MacClain  
**Current Assignment:** First Speaker, Council of Clans

**Race:** Human  
**Age:** 48  
**Sex:** M

**Attributes:**

STR —58	CHA —41
END —49	LUC —30
INT —62	PSI —15
DEX —57	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10+8
Modern: 49	AP: 9
HTH: 54	

**Significant Skills:**

	Rating
Administration	51
Carousing	42
Computer Operation	69
Leadership	73
Space Sciences, Astronautics	76

**Distinguishing Physical Characteristics:**  
With his dark hair and steel-grey eyes, Laird MacClain cuts an imposing figure, especially in the full ceremonial kilt of the ancient MacClain tartan.



**Name: PATCH**

**Rank/Title:** Well-known pirate  
**Current Assignment:** Master of privateer *Dark Phoenix*

**Race:** Human  
**Age:** 39  
**Sex:** M

**Attributes:**

STR —61	CHA —83
END —54	LUC —91
INT —58	PSI —38
DEX —77	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10+8
Modern: 73	AP: 11
HTH: 68	

**Significant Skills:**

	Rating
Carousing	83
Gaming	47
Language	
Klingon	18
Orion	28
Leadership	73
Marksmanship, Modern	67
Personal Combat, Unarmed	58
Starship Combat Strategy/Tactics	73
Streetwise	88
Bribery	69
Value Estimation	72

**Distinguishing Physical Characteristics:**  
Patch has dark hair, dark eyes, and wears an eyepatch, though there is nothing wrong with his vision. The patch (which he switches from eye to eye just to see people's reactions) is velvety black on the outside, but transparent from the inside. There are phaser burn scars in the small of his back and another on the back of his left hand.

**Brief Personal History:**  
*Birthplace:* New New Aberdeen

**Personality:**  
*Motivations/Desires/Goals:*  
Laird MacClain is a fiercely proud man with strong ties to family and tradition. He is determined to have his family and his world make a lasting mark on the development of society within the Triangle. Believing each man should make his own path as much as possible, MacClain detests all outside interference.  
*Manner:*

Outwardly gruff, as befits his position and image, Laird MacClain is really something of a sentimentalist, kind to animals and especially fond of children. He does not believe in coddling or deferring to anyone, however. He expects respect, but only truly respects those who stand up to him.

**Special Knowledge/Powers:**  
Clan MacClain is perhaps the richest and most influential family of New New Aberdeen. The "young Laird" (as he is still called, though he has held the position for the 20 years since his father's accidental death) is a trained shipwright and engineer. Though his duties leave him little time to pursue his profession, he tries to keep up with the literature. A close friend of Willis J. F. Baker of Baker's World, MacClain is godfather of Baker's daughter Kellie. Both Bakers are honorary members of Clan MacClain, and wear the kilt in the MacClain tartan when visiting.

**Brief Personal History:**  
*Birthplace:* Freeloader

Patch (few know his real name is Georg del Rio) is a well-known pirate with bounties on his head in the UFP, the Klingon Empire, and the AOFW. Because he wants to continue operating out of the Turnstile without interference, he has carefully avoided raiding ships of the OFMA. His ship, a heavily-modified Orion *Wanderer* class vessel, acts as flagship of the twelve-vessel pirate fleet he commands. Patch hates Klingons and has been known to rescue merchant ships set upon by Klingon pirates, only to rob the helpless vessel himself. He rarely kills his victims if he can manage to disable the ship and leave them alive. His favorite tactic is to reduce a target's shields to inoperability, then blanket the ship with phaser stun. When the victims wake up, the ship's master and officers are often treated to dinner aboard the *Dark Phoenix* before being cast loose with their cargo missing.

**Personality:**  
*Motivations/Desires/Goals:*  
Patch fancies himself a swashbuckler. Piracy is a game he enjoys immensely. Unfortunately, he has attracted so much attention that bounty hunters now plague his life. He is searching for that one big score that will allow him to retire.

Patch has many loyal friends, but the high price on his head tempts even some of his friends to betray him for the reward. In the past several months, Patch has killed three bounty hunters, all of whom came to Freeloader to bring him back (dead or alive) for the money. The last attempt came too close, and Patch is lying low at present, hoping things will cool off a bit.

*Manner:*  
Patch never does anything by halves, trying to live up to his (somewhat inflated) reputation as an anti-hero. When an AOFW tri-d company decided to produce a docudrama about Patch's career, he intercepted the star actor's ship and held him for ransom. The tri-d company paid up, but turned down Patch's generous offer to play himself instead if the production could be made on Freeloader. He is generous to those who are loyal, and absolutely merciless to any who would betray him.

**Special Knowledge/Powers:**  
Patch has a single-shot, Orion-design disruptor surgically implanted in his left hand. It is kept constantly recharged (with a special induction charger Patch uses every morning), and can be aimed by pointing his fist and fired by a nerve-trigger. Firing the weapon will disable his left hand. The beam has equal effectiveness as a Klingon hand disruptor type A, but will not function beyond long range for that weapon. Only the creator of the weapon knew of its existence, and he is now dead. Patch will use it only as a last resort. If captured and unable to escape, he will use it to kill himself to avoid revealing the location of his hidden caches of loot.

**Name: Q'KUATTR**

**Rank/Title:** Owner of the Lonid Sith on Haven III, informal ruler of the planet

**Race:** Human

**Age:** 56

**Sex:** M

**Attributes:**

STR —52	CHA —78
END —54	LUC —81
INT —75	PSI —01
DEX —63	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10 + 3
<i>Modern:</i> 55	AP: 10
<i>HTH:</i> 58	

**Significant Skills:**

	Rating
Administration	67
Bribery	59
Carousing	53
Forgery	31
Gaming	47
Instruction	18
Language	
Klingon	34
Orion	27
Leadership	56
Marksmanship, Modern	47
Mechanical Engineering	23
Negotiation/Diplomacy	69
Personal Combat, Unarmed	53
Social Sciences	
Psychology, Human	37
Psychology, Klingon	22
Klingon Law	23
Orion Law	46
Triangle History	37
Streetwise	63
Trade and Commerce	79
Value Estimation	64

**Distinguishing Physical Characteristics:**

Q'Kuattr is short, slightly under five feet tall, and has bright red hair.

**Brief Personal History:**

Q'Kuattr (real name Sam Milson) has always wanted to do things differently from others, because he felt he had to do everything possible to counter his physical appearance. He changed his name as soon as he was of legal age. Why? To be different. He entered apprenticeship with a trader the next day, quickly learning everything he could about trading and high finance. Having become very wealthy, Q'Kuattr simply decided to change careers. He decided that the real money was in running a trade center. With Haven III, his third such center, he struck it rich. Although the center is within Klingon borders, Q'Kuattr felt the gamble was worth it. So far, he has been able to work with the Klingons.

**Personality:****Motivations/Desires/Goals:**

To put it simply, Q'Kuattr wants all the money he can get as soon as he can get it. To get rich, he is willing to risk everything, including his life. Currently, he is looking for a buyer for Haven III so that he can move on again.

**Manner:**

Q'Kuattr dresses in loud, garish, bright colors and patterns. Contrary to his appearance, however, he is a quiet man. As he sees it, the more people are laughing at him and his appearance, the easier it is for him to pull the wool over their eyes.

**Special Knowledge/Powers:**

None.

**Name: Stacy RANDROW**

**Position:** President, Rashile Gourmet Foods

**Race:** Human

**Age:** 53

**Sex:** Male

**Attributes:**

STR —66	CHA —63
END —54	LUC —64
INT —70	PSI —01
DEX —58	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10 + 6
<i>Modern:</i> 29	AP: 9
<i>HTH:</i> 46	
<i>Sabre:</i> 62	

**Significant Skills:**

	Rating
Administration	57
Computer Operation	30
Language, Caitian	48
Negotiation/Diplomacy	67
Personal Combat, Sabre	66
Personal Combat, Unarmed	34
Sports, Polo	49
Trade and Commerce	71
Trivia	
Gourmet Foods	78
Gourmet Cooking	59
Value Estimation	53

**Brief Personal History:**

Randrow is a good example of the proverbial self-made man. Early in life, he began learning how to trade and transact business. At 26 years of age, he moved to a tradeworld and opened a small cargo brokerage. When it proved moderately successful, he soon moved on to more profitable ventures.

At the age of 38, he moved to Rashile, which was then just a small, backwater agricultural planet, growing grain and other food crops. Randrow opened a food brokerage that was soon to become Rashile Gourmet Foods. The brokerage was profitable, which allowed Randrow to begin investing in low-yield, high-profit crops for importation into the Federation. This operation expanded swiftly, until Randrow's gourmet food crops covered most of the planet, and his company *owned* most of the planet.

Since that time, Rashile Gourmet Foods has become a major supplier of gourmet foods in this arm of the Federation. Randrow has retained quite a bit of control as president and chief executive officer of the corporation. RGF has also expanded to own not only Rashile, but the planet Yeartes as well.

Randrow is a tall, athletic man who enjoys many sports, including polo and sabre fencing.

**Personality:****Motivations/Desires/Goals:**

Randrow's major goal in life is to build the biggest and best gourmet food supplier in the Federation. He has recently decided to try to expand his market into the Klingon empire, if they will buy his products.

**Manner:**

Although Randrow is a fairly nervous individual, he does not lose his temper easily. When out walking, he is never without his walking stick, which close associates know is actually a sword cane.

**Special Knowledge/Powers:**

None.



**Name: Linda ROBBINS****Rank/Title:** Free trader**Race:** Human**Age:** 41**Sex:** F**Attributes:**

STR	—47	CHA	—81
END	—46	LUC	—91
INT	—79	PSI	—02
DEX	—63		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10
<i>Modern:</i> 60	AP:	10
<i>HTH:</i> 58		

**Significant Skills:**

	Rating
Administration	31
Astronomy/Astrophysics	33
Bribery	37
Carousing	41
Computer Operations	21
Electronics Technology	26
Federation Law	28
Forgery	33
Language, Orion	31
Leadership	68
Marksmanship, Modern	57
Negotiation/Diplomacy	71
Personal Combat, Unarmed	53
Planetary Survival	41
Social Sciences, Psychology, Human	47
Shuttlecraft Pilot	32
Small Vessel Engineering	29
Small Vessel Piloting	57
Starship Communications Procedures	31
Starship Navigation	47
Starship Sensors	42
Streetwise	61
Trade and Commerce	68
Value Estimation	81
Zero-G Operations	31

**Distinguishing Physical Characteristics:**

With her long, blonde hair and the light blue clothing she always wears, Linda Robbins makes an extremely attractive impression.

**Brief Personal History:***Birthplace:* Tranvalia, UFP

Since her school days, Linda has used her appearance and charisma to get others to do her bidding. Being born to a moderately wealthy family also helped her to develop and use her charm to the fullest. From the time she first saw free traders portrayed as devil-may-care merchants of the spaceways on tri-d, their way of life appealed to her. At age 16, she wangled her way into the crew of a trader. By 19 years of age, she owned her own ship. She has usually operated within the law, but takes advantage of the freedom and lawlessness of the Triangle to gain even more wealth.

**Personality:***Motivations/Desires/Goals:*

Linda has always been driven by a drive for money, as are most free traders. Now, with her age beginning to show, she worries constantly about the loss of her physical appeal. A large part of her income goes toward cosmetic surgery and other age-slowng processes. Thanks to modern techniques, she has not really aged at all, but her constant anxiety keeps her running in search of miracles from one crooked cosmetician to the next.

*Manner:*

Linda is so used to having things her way that any obstacle in her path merely makes her more determined. Lately, however, she has become somewhat reclusive, preferring to make deals through her assistants.

**Special Knowledge/Powers:**

None.

**Name: Dr Richard TEMORE****Current Assignment:** Green Biological Research Station**Position:** Head of Research**Race:** Human**Age:** 52**Sex:** Male**Attributes:**

STR	—53	CHA	—52
END	—52	LUC	—56
INT	—68	PSI	—20
DEX	—70		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10
<i>Modern:</i> 78	AP:	11
<i>HTH:</i> 35		
<i>Rifle:</i> 70		

**Significant Skills:**

	Rating
Administration	67
Computer Operation	31
Deflector Shield Technology	19
Language	
Andorian	36
Vulcan	42
Klingon	15
Life Sciences	
Botany	45
Ecology	62
Genetics	46
Paleontology	94
Zoology	98
Marksmanship, Modern	87
Marksmanship, Archaic Weapon	
Rifle (Tranquillizing)	70
Physical Sciences	
Chemistry	36
Physics	44
Planetary Survival	
Tropical	17
Small Equipment Systems Operation	51

**Brief Personal History:**

Dr. Temore is a graduate of the University of Bombay, with a PhD. in Paleontology. Upon graduating, he moved from university to university, staying an average of four years at each. At the age of 41, Temore joined the staff at Star Fleet Academy. As a professor of Zoology and Paleontology, he enjoyed teaching there for seven years.

Four years ago, Star Fleet offered him the opportunity to study the dinosaurs on Green. Temore leaped at the chance to study his specialty first-hand with living subjects. A good rifle shot in college, his skill with both tranquillizing dart gun and phaser rifle are renowned. Incidentally, he is so skilled at judging the proper dosage that he has never overdosed a subject.

**Personality:***Motivations/Desires/Goals:*

Temore ignores most creature comforts in order to be with his dinosaurs, whom he respects greatly. His greatest dream is to write the definitive work on the dinosaurs of Green.

*Manner:*

Temore is gruff and irritable. More often than not, he will become absorbed in his work and lose track of all time. In this respect, he is very much like the proverbial absent-minded professor. If disturbed while busy, he will generally lose his temper and berate the poor soul who interrupted his thought.

Even with this, most of the staff at the research station respect Temore. His knowledge of the subject is unrivalled, and his skill with experiments uncanny.

**Special Knowledge/Powers:**

None.

**Name: Jan TERLING****Position:** Unofficial planetary trade broker**Race:** Human**Age:** 41**Sex:** Male**Attributes:**

STR	— 70	CHA	— 53
END	— 70	LUC	— 70
INT	— 59	PSI	— 01
DEX	— 61		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage:	1D10 + 6
Modern: 30	AP:	10
HTH: 48		

**Significant Skills:**

	Rating
Carousing	33
Communication Systems Operation	46
Communication Systems Technology	34
Electronics Technology	35
Life Support Technology	27
Mechanical Engineering	20
Personal Combat, Unarmed	35
Planetary Sciences, Geology	22
Streetwise	11

**Brief Personal History:**

Terling has become the planetary broker by default, being the only man on Turbulence who knows anything about subspace radio. Thus, most of the miners turn over to him both their dilithium crystals and the power to make trading arrangements for them. For this, Terling gets a gratuity from most of the miners, but he will take no commission on the profits from the sale of the crystals entrusted to him. These tips from the miners are Terling's only source of income, as he is too busy to go out and mine the dilithium himself.

As to his past, no one knows, and no one asks. All the miners respect Terling's privacy. The few times traders have tried casually to draw him out, Terling simply ignored their questions.

**Personality:****Motivations/Desires/Goals:**

Terling apparently has no goals or desires other than making a living and tending his radio. In fact, Terling treats his subspace radio almost as if it were alive, to the point of spending all his extra money on it.

**Manner:**

Terling is a big man, yet very soft-spoken. He does not speak much, except when spoken to. The only time he seems the least bit lively is when the conversation turns to radios and electronics, as he is very eager to learn anything new about his subspace radio.

**Special Knowledge/Powers:**

None.

**Name: T'PLANNA****Rank/Title:** Executive Secretary to Tali Lithan**Current Assignment:** Lithan Trade Developments, Freeloader**Race:** Vulcan**Age:** 47**Sex:** F**Attributes:**

STR	— 78	CHA	— 89
END	— 75	LUC	— 31
INT	— 92	PSI	— 88
DEX	— 76		

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage	2D10 + 4
Modern: 61	AP:	11
HTH: 58		

**Significant Skills:**

	Rating
Administration	86
Computer Operation	49
Language	
Orion	89
Galacta	98
Leadership	81
Negotiation/Diplomacy	42
Streetwise	66
Bribery	71
Trade and Commerce	87

**Distinguishing Physical Characteristics:**

T'planna is about 5'5" tall, shorter than the average Vulcan woman.

**Brief Personal History:**

*Birthplace:* Unknown (Vulcan or Vulkan colony world assumed).

**Personality:****Motivations/Desires/Goals:**

T'planna runs her employer's business as if it were her own, and is absolutely honest and trustworthy in this regard. Her employer's well-being and the execution of his desires is her only concern.

**Manner:**

T'planna is crisply efficient and rigidly proper when dealing with employees or business contacts, but she becomes slightly less formal and businesslike in social situations with those she trusts. She is well-known as a tough, but fair, business competitor.

**Special Knowledge/Powers:**

Within the company, T'planna's word is considered law, as if pronounced by owner Lithan himself. It has been many years since anyone but T'planna has even seen Tali Lithan.





**Name: Wilton TULL****Rank/Title:** Owner/Master**Current Assignment:** Free Trader *Hard Times***Race:** Human**Age:** 31**Sex:** M**Attributes:**

STR —61	CHA —63
END —68	LUC —42
INT —67	PSI —35
DEX —66	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10 + 10
Modern: 70	AP: 10
HTH: 71	

**Significant Skills:**

	Rating
Carousing	68
Gaming	74
Language, Orion	62
Negotiation/Diplomacy	41
Streetwise	82
Zero-G Operations	39
Bribery	49
Small Vessel Piloting	68
Small Vessel Engineering	35
Trade and Commerce	61
Value Estimation	55

**Distinguishing Physical Characteristics:**

Tull is 6'3" tall, a dark-skinned and sleekly muscular human of African ancestry. His dark hair is worn close-cropped, and he is one missing molar, replaced by a small, hollow artificial tooth.

**Brief Personal History:***Birthplace:* Archibald II

Tull's father was an Archibald II laborer. His mother was born in the United States of Africa, the daughter of a mercenary soldier. When he was 13, Tull apprenticed to an independent Orion trader, and, at 20 years, he bought into his first ship. He later won sole ownership of that small trading vessel when his partner lost to him in a card game.

**Personality:***Motivations/Desires/Goals:*

Tull (heaven help the man who calls him Wilton) considers himself a loner, although he is actually an incurable people-watcher. Something of a cynic, Tull is amused by the variety among intelligent beings. He is also something of a xenophile, comfortable in alien company. Despite avoiding emotional entanglements that would keep him in one place, he is extremely loyal to his friends and has a trader's instinctive mistrust of strangers.

Like many independent Human traders, Tull is not fond of Vulcan traders. Their large corporations have now begun to make consolidated runs with many small lots, thus beginning to take much of the smaller trade traffic from small operators.

*Manner:*

Tull is outgoing and approachable, but, with a trader's natural caution, he maintains a comfortable distance from those he does not know well. In port, he likes to drink, laugh, and share a good time with a friendly woman.

As a trader flying a one-man ship, Tull is not bothered by being alone, but is not reclusive in the least when company is available. He has many friends and a few enemies. Though not aggressive by nature, Tull is a good fighter who will not hesitate to defend himself or another person who is victimized or faced by unfair odds. His greatest failings as a trader are his weakness for the dramatic and the tendency to be a romantic.

**Special Knowledge/Powers:**

Tull has lived among Orion traders and knows their ways, though he retains a Human viewpoint. When particularly upset, he curses in Orion trade talk.

**Name: Lee WILLSON****Rank/Title:** President, Mantiev Colonial Association**Race:** Human**Age:** 61**Sex:** M**Attributes:**

STR —47	CHA —68
END —61	LUC —47
INT —78	PSI —11
DEX —60	

**Combat Statistics:**

To-Hit Numbers:	Bare-Hand Damage: 1D10
Modern: 40	AP: 10
HTH: 36	

**Significant Skills:**

	Rating
Administration	67
Computer Operation	27
Instruction	34
Language, Orion	37
Leadership	71
Marksmanship, Modern	21
Negotiation/Diplomacy	78
Personal Combat, Unarmed	12
Psychology	
Human	35
Orion	21
Social Sciences	
Federation History	54
Federation Law	62
Orion Law	27
Triangle History	54
Trade and Commerce	36
Trivia	
Ancient Laws	47

**Distinguishing Physical Characteristics:**

Willson is the stereotypical lawyer-turned-politician. He is always immaculately dressed, usually in dark blue, and he touches up the grey in his dark hair, though it shows up at the temples. Because he wears his hair in a longish length, Willson has developed the tic of continually brushing it back from his face.

**Brief Personal History:***Birthplace:* Mantiev

A native Mantivian, Willson became a politician by one of the more traditional routes. As a lawyer, he began defending indigent clients and, in the process, gained a reputation as a fair man and hard worker. He went into private practice, but without changing his values. Fellow lawyers encouraged him to pursue further goals, and, for six years, Willson served as a judge. Flushed with success and backers, he then ran for political office. He has held many positions, the most current being President of the Mantiev Colonial Association.

**Personality:***Motivations/Desires/Goals:*

Willson will fight for what he feels is right, and for what he feels the people want. For example, believing the people do not want the Chaniviev Alliance in power, he has stepped aside for the duration of the civil war, feeling in large part responsible for the conflict.

He is not happy with the aid the Romulans are giving, believing — and rightly so — that they are after a solid foothold in the MCA. Willson is now attempting to work with Federation envoys to reach a settlement between the rebels and the Loyalists.

*Manner:*

Willson has found new life in the cause of reunification. His staff have not seen him this energetic in years, and many feel what he needed was something worth fighting for again. Willson has a tendency to ignore standard policy when he needs to, however, and some people fear he may engineer the alliance at the cost of joining the UFP.

**Special Knowledge/Powers:**

None.

**Name: ZEENNE****Rank/Title:** President and principal owner of Zeenne Mineral, Inc.**Race:** Human**Age:** 57**Sex:** M**Attributes:**

STR	—42	CHA	—73
END	—65	LUC	—75
INT	—81	PSI	—12
DEX	—75		

**Combat Statistics:****To-Hit Numbers:***Modern:* 70*HTH:* 41**Bare-Hand Damage:** 1D10**AP:** 11**Significant Skills:**

	Rating
Administration	82
Bribery	65
Computer Operation	43
Electronics Technology	13
Forgery	21
Language, Orion	37
Marksmanship, Modern	65
Negotiation/Diplomacy	78
Personal Combat, Unarmed	07
Physical Sciences, Chemistry	23
Planetary Sciences	
Geology	46
Mining	72
Psychology, Human	47
Social Sciences	
Federation Law	48
Orion Law	23
Starship Engineering, General	35
Trade and Commerce	64
Value Estimation	26

**Distinguishing Physical Characteristics:**

Zeenne is portly, with little hair except for large, curly white sideburns.

**Brief Personal History:***Birthplace:* Delta Zanadon II

Zeenne's past and how he came to arrive on Aarris are a mystery to its inhabitants. He is a loner, and has been all his life. Born into a very poor family, he jumped at the the chance when a short-handed free trader offered him a job. He was a quick learner, and, within two years, had bought out his employer. From this point on, Zeenne succeeded in one business venture after another. Accused of killing his corporation vice president in UFP boundaries, Zeenne came to Aarris. Since then, he has made it a strict policy to have family members run his corporate holdings. The UFP ultimately cleared him of the charges and allowed his corporation to be listed as an active member in the stock exchange.

**Personality:***Motivations/Desires/Goals:*

Zeenne's past is the source of his obsession with money and large business dealings. Because of his childhood, he vowed that no one in his family would ever be poor. His only other interest is the pastime of laser skeet shooting, for which he has gained quite quite a reputation as a marksman.

*Manner:*

Zeenne has decided not to return to the UFP business world. He likes being unrestricted by the legalities of the Federation, because it frees him to make even more profit. Zeenne does not go out in public. Nor will he give to any charity, preferring not to be reminded of his past in any way. Anyone who comes to him for a handout is thrown out of his office.

**Special Knowledge/Powers:**

None.



# ALIEN RACES

## LIFE AND CIVILIZATION LOG

World Name: Broz

Technological/Sociopolitical Index: 122323-33

Dominant Race: Brozul

Life Form: Medium mammalian omnivore

Average Attributes:

STR — 60	END — 48
INT — 38	DEX — 61
CHA — 27	LUC — 22
PSI — 24	

Average Combat Statistics:

To-Hit Numbers: Bare-Hand Damage: 1D10+6

HT:: 62 AP: 8

Armor: None

General Description:

The Brozul are ape-like, primitive omnivores who support themselves through primitive agriculture and fishing. They are traditionally led by local shamans. Recently, the local shamans have been organized and are dominated by a Supreme Shaman, Dizal, thanks to technological aid from the Romulans.



## LIFE AND CIVILIZATION LOG

World Name: Niic IV

Technological/Sociopolitical Index: 022233-23

Dominant Race: Niicali

Life Form: Medium mammalian herbivores

Average Attributes:

STR — 38	END — 48
INT — 64	DEX — 76
CHA — 62	LUC — 45
PSI — 21	

Average Combat Statistics:

To-Hit Numbers: Bare-Hand Damage: 1D10+5

HTH: 49 AP: 13

Armor: None

General Description:

This race of marsupial-like herbivores with prehensile tails are the tenders of the moss of Niic IV. They are a member culture of the AOFW, but prefer to keep their simple, non-technological lifestyle. The Niicali are led by hereditary civil servants who are mostly female. (Female Niicali traditionally are the decision-makers for the culture.) They worship their planetary-wide system of moss as an intelligent deity.



# Establishing Trade Routes

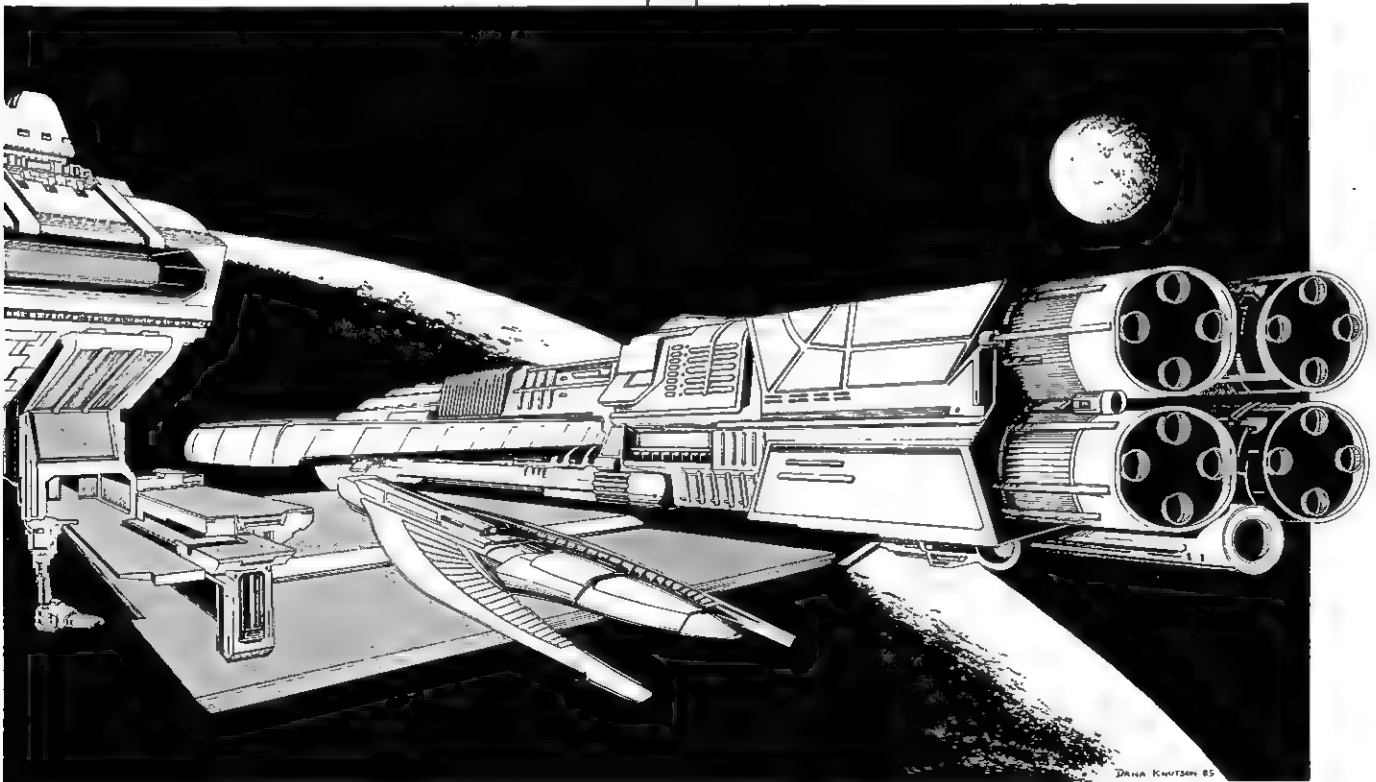
No book could possibly give all possible trade routes for an area the size of the Triangle. Any map attempting to include all the connections between the various planets would look more like an intricate and confusing spider's web. Further, a trade route appealing to one merchant would just as likely be unattractive or meaningless for another. Thus, what follows is a short discussion on establishing trade routes.

The product to be traded is the first factor to take into consideration when planning a trade route. For example, there can be huge profits in buying and selling dilithium from and to the right people. Another factor is distance. Buying an item inexpensively and netting a large profit does little good if the distance between seller and buyer is too great. Consider that a ship travelling at Warp 3 can cover 1 parsec in 44 days. At *.2 Cr per ship ton per day*, that can add up to be a hefty sum. If the buyer is *twenty* parsecs away (that's *2.4 years* travel time!), the merchant's expenses increase that much further. Add in excessive speed costs, crew pay, and all the little extras, and your character had better be making a *very* good profit.

The ideal situation, then, is to find two planets in close proximity, each wanting what the other has. Or, if that is not

possible, look for three planets forming a small triangle, each needing what the prior sells. Following is an example of just such a route:

Epliey (10.4S 6.8E) is an industrial planet where machine parts, vehicles, and weaponry are manufactured. Food, however, must be imported. Overlinn (10.2S 6.6E), on the other hand, grows many food crops, but needs to import all its machinery. The distance between the two planets is three parsecs. Since a parsec is 3.26 light years, the trip from one to the other would take 9.78 years at Warp 1. If the traders decide to travel at Warp 5, they can make the trip in 29 days. However, the profits to be made to outweigh the expenses, making this a successful trade route.



# Corporate Profiles

**Name: FARLEY HORSE FARMS**

**UFPSC Symbol:** FrHsFm

*Home Office Location:* Landok, Zannaduu

*President/CEO:* Colonel Terrok Farley

*Chartering Organization:* UFP Securities and Exchange Commission

*Founding Date:* 2/1002.18

**Stock Profile:** 4E45

*Price/Date:* 76.89 / 2/2205.30Cr on 2/2301.01

*Dividend:* 4.60Cr

**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
13Mcr	524Mcr	525Mcr	.99

**Business Summary:**

Colonel Farley set up his corporation 20 years earlier in UFP territory, but the race horse business has always been chancey. Beset with one financial setback after another, he headed into the Triangle, an option many others had also found attractive in the past one hundred years. There were, and still are, scores of unclaimed planets in the area. Farley was after a low-gravity planet, since many of the largest horse races are now held on low-g planets. When he found one, Farley named it Zannaduu, after the horse that had given him his start as an independent horse producer.

So far the gamble has paid off. Farley has produced many winners. He sells some, and either races the rest himself or breeds them in an attempt to produce a better line. When he needs money, Farley sells stock, something he has had to do more and more often lately. Currently, Farley is getting some direct competition from Billie's Racing, which has recently arrived and set up shop on Zannaduu. What the future holds for Farley is more uncertain now than usual in the racing game.

**Name: INTERSYSTEMS EXTRACTION, INC.**

**UFPSC Symbol:** IntExt

*Home Office Location:* Rashile, Ungethiem

*President/CEO:* K'Karr E'tonn

*Chartering Organization:* UFP Securities and Exchange Commission

*Founding Date:* 1/9307.19

**Principal Divisions**

*Division Name:* Iovine Mines

*Division Head:* Rafe Matthews

*Chief Product:* Radioactives and Gemstones

*Division Name:* Extraction Supply Company

*Division Head:* Cal Nuumbibi

*Chief Product:* Mining Supplies

**Stock Profile:** 2D13

*Price/Date:* 38.43 Cr on 2/2302.01

*Dividend:* 1.92 Cr

**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
58 MCr	487 MCr	348 MCr	1.39

**Business Summary:**

Intersystems Extractions owns all the mining concessions on the planet of Iovine. The Iovine Mines division yields an average of 300 mcr per year in sales of radioactive ores and raw gemstones. These are usually sold in the raw state to many different processors who will, in turn, generate usable radioactives and polished gems for sale to the general market.

The remaining income is generated by Extraction Supply Company, which manufactures mining supplies for use by the Iovine mines, as well as for sale to other mining operations. These supplies are manufactured in facilities on Rashile, the company's home planet.

The Iovine mines were opened in 1/8800. After five years of operation, company officials decided to begin manufacturing their own supplies to help defray some of the costs of operation. At that time, the Board of Directors decided to incorporate as Intersystems Extractions.



**Name: JAV FREETRADE CORPORATION**

**UFPSC Symbol:** JavFrCo

*Home Office Location:* Jav VII

*President/CEO:* Kriell V'lagas

*Chartering Organization:* UFP Securities and Exchange Commission

*Founding Date:* 1/7001.01

**Stock Profile:** 3E63

*Price/Date:* 51.37 Cr on 2/2301.01

*Dividend:* None

**Balance Sheet, Year Ended:** 2/21

Cash	Assets	Liabilities	Ratio
73MCr	1452MCr	823MCr	1.76

**Business Summary:**

The Jav Freetrade Corporation's operations do not yet expand beyond the central planet, but they have established enough of a cash reserve to be capable of expanding at any time. Most of the firm's liabilities are in long-term loans that will not come due for some time.

**Name: LIFAQ MULTICORP, INC.**

**UFPSC Symbol:** LifMul

*Home Office Location:* Orion Colonies

*President/CEO:* Cavret Lifaq

*Chartering Organization:* Orion Colonial Securities Board

*Founding Date:* 0/7209.17

**Principal Divisions**

*Division Name:* Lifaq Industrial Operations

*Division Head:* Como Lifaq

*Chief Product:* Operation of industrial and trade worlds.

**Stock Profile:** 3B77

*Price/Date:* 83.33Cr on 2/2301.01

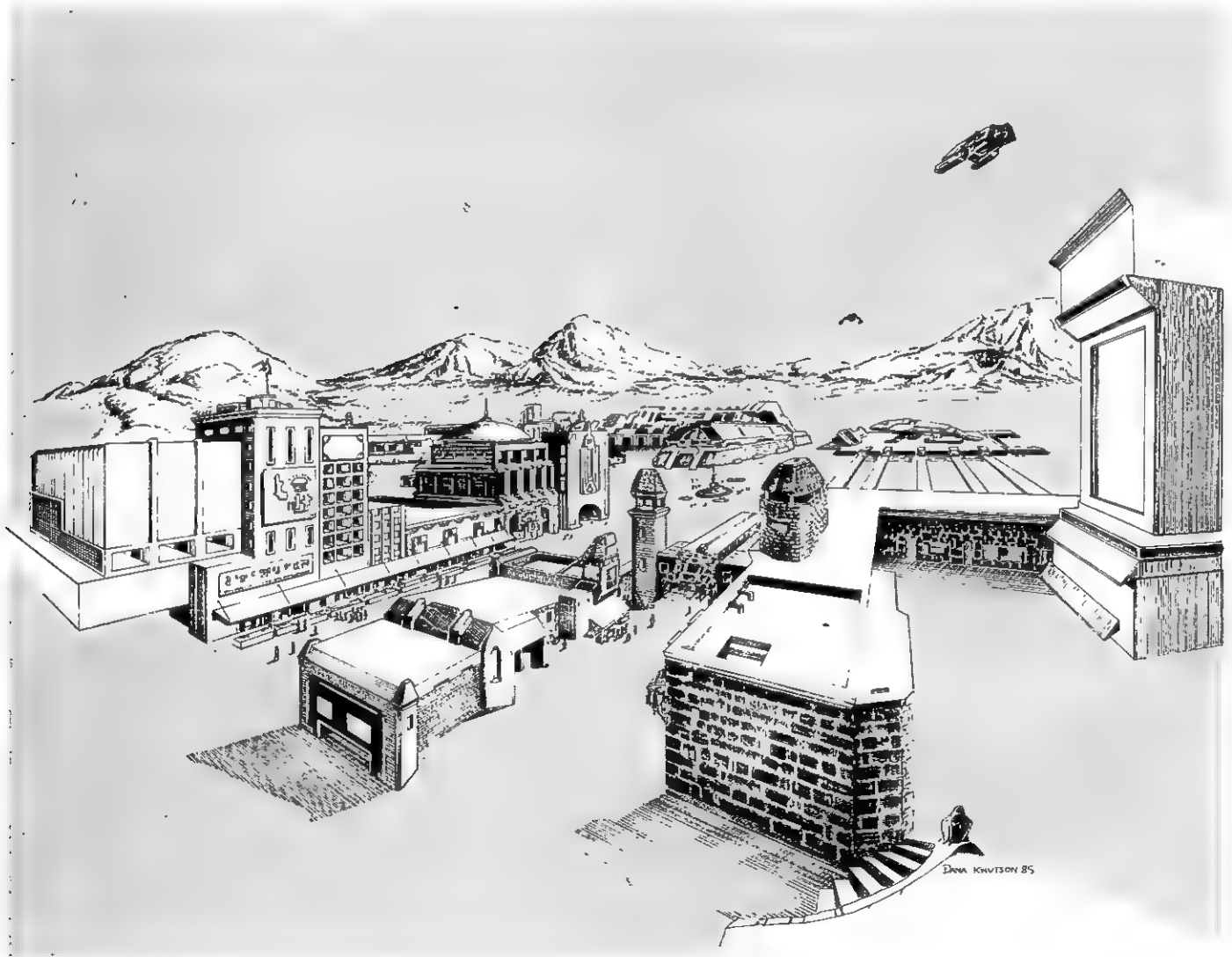
*Dividend:* 8.01Cr

**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
201MCr	1763MCr	973MCr	1.81

**Business Summary:**

Lifaq Multicorp is a widely-diversified Orion firm, but only the Lifaq Industrial Operations branch has a major foothold in the Triangle. The Multicorp started as a for-hire terraforming firm, and still makes a great deal of its money this way.



**Name: LITHAN TRADE DEVELOPMENTS, INC.**

UFPSC Symbol: LithTr

Home Office Location: Freeloader

President/CEO: Tali Lithan

Chartering Organization: Orion Colonial Securities Board

Founding Date: 1/8609.01

**Stock Profile:** 1C00

Price/Date: 96.33Cr on 2/2301.01

**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
623Mcr	2835Mcr	1011Mcr	2.80

**Business Summary:**

All voting stock is held by Tali Lithan, or by other corporations that Lithan controls. None is ever available for purchase, though the dummy, corporation-held stock shifts around to keep the stock active on the exchanges. This would not be allowable for a UFP-chartered corporation, but Orion laws are much looser. The corporation has investments all over the Triangle, and owns its own fleet of merchant vessels as well as trade enclaves on most other tradeworlds.

**Name: RASHILE GOURMET FOODS**

UFPSC Symbol: RashGF

Home Office Location: Rashile, Ungethiem

President/CEO: Stacy Randrow

Chartering Organization: UFP Securities and Exchange Commission

Founding Date: 2/0803.26

**Stock Profile:** 1B50

Price/Date: 44.37 Cr on 2/2302.01

Dividend: 4.45 Cr

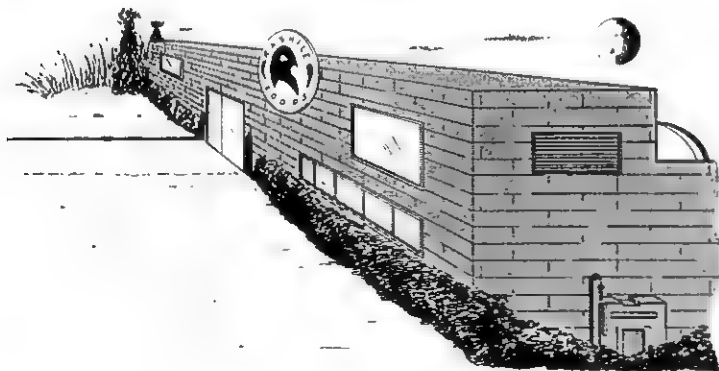
**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
57 MCr	746 MCr	638 MCr	1.17

**Business Summary:**

Rashile Gourmet Foods is one of the largest suppliers of gourmet-style foods in this segment of the Triangle. The company uses the agricultural capabilities of the planet Rashile to grow a large number of food crops, including caviar, gourmet olives, S'litka (a small Vulcan fish), Chivik (a spicy, edible flower prized by Tellarites), and M'linniae (an asparagus-shaped plant whose sweet, nutty flavor is a favorite of the Caitians). Most of these gourmet foods have been transplanted to Rashile over the years so that they may be grown on the various RGF farms.

Rashile also collects other delicacies from other planets, including Finagle's Fist from Yeartes and Air Truffles from Pluuh II. These are harvested and shipped back to the company's processing plants on Rashile. From here, the packaged products are shipped as far as Terra, Vulcan, Andor, and Cait.

**Name: TRIANGLE SHIPPING**

UFPSC Symbol: TriShp

Home Office Location: Comstock, Schull

President/CEO:

Chartering Organization: UFP Securities and Exchange Commission

Founding Date: 1/9904.30.

**Stock Profile:** 2F42

Price/Date: 27.05 Cr on 2/2301

Dividend: None

**Balance Sheet, Year Ended:** 2301

Cash	Assets	Liabilities	Ratio
44 MCr	534 MCr	517 MCr	1.03

**Business Summary:**

Triangle Shipping is a small shipping and trading company located on Comstock. Their primary business is contracting to carry for most planets and companies in their area of the Triangle. The company also does some brokerage of cargos, but they have not done well in this endeavor.

Triangle owns 122 ships at this time, including 36 Nilron class, 40 Argon class, 20 Lenaxa class, 14 Laweya class, and 12 Zeus class freighters. These ships are well maintained, thus Triangle keeps most of their ships in operation at any given time.

**Name: ZEENNE MINERALS INCORPORATED**

UFPSC Symbol: ZenMin

Home Office Location: Pollac'n, Aarris (DD45)

President/CEO: Zeenne (No other known name)

Chartering Organization: Aarris Stocks and Securities Council

Founding Date: 1/7811.16

**Principal Divisions**

Division Name: Zeenne Mining Corporation

Division Head: Lucinda Zeenne

Chief Product: Ores used in ship construction

Division Name: Zeenne Contractors

Division Head: Albert Finnigan

Chief Product: Planetside structures

Division Name: Zeenne Shipbuilders

Division Head: Q'Reegan

Chief Product: Small warp vessels.

**Stock Profile:** 2E01

Price/Date: 35.90 Cr on 2/2301.01

Dividend: None

**Balance Sheet, Year Ended:** 2/2301

Cash	Assets	Liabilities	Ratio
210Mcr	1597Mcr	1329Mcr	1.20

**Business Summary:**

Zeenne Minerals is a closely-held corporation, and its stock is very seldom available on the open market. The reason is that the Zeenne family holds 87% of all stock, and they want to keep it that way in order to control the corporation, its divisions, and associated companies. Even though he holds no government office, Zeenne is known to wield most of the political power on Aarris. Its corporate setup is similar to that of other corporations in the Triangle. The few large firms that do exist in the region often set up subsidiaries that sell to themselves as well as outsiders. Here, where restrictions are few and far between, many companies sell to other divisions at a loss, charging the difference to other customers. Zeenne has apparently become a master at this art.

# Gamemastering The Black Market

In dealing with trade between the various Triangle worlds, the legality, availability, and cost of the various goods and equipment may be very important. Not all trade items are available with ease to anyone, and the sale or purchase of some may be restricted or illegal. Quite obviously, buying a shipload of high explosives is not as easy as buying a load of lumber.

As freetraders will note, every cargo costs money. In the revised edition of **Trader Captains And Merchant Princes** and the **Ship Construction Manual**, there are prices given for equipment. This price will be in Cr (credits) or MCr (megacredits, or one million Federation credits). All costs will be given in Federation currency.

The Price Lists and Ship Construction Tables include information on the legality and general black-market availability of goods and equipment. For each item listed, there is a Legality/Availability Code, consisting of three letters and a two-digit number. The letters give information about any legal restrictions that might apply to the sale, purchase, or use of the component. The number gives information about the availability of the component on the black market and its likely cost there.

Almost anything may be bought for a price. No matter how legal or illegal an item is, someone, somewhere, has one for sale on the black market. Any trader wishing to buy any item may do so eventually, but he probably will have to do some searching, and he most certainly will pay much more on the black market than the item would cost if purchased legally.

When selling the player characters cargos, a gamemaster must take into account the three factors mentioned above: legality of purchase, availability of goods, and ultimate cost. The second edition of **Trader Captains And Merchant Princes** provides a system for gamemastering black market sales and purchases, but an enterprising gamemaster could just as easily make it up on his own.

The following table provides crude information for using the black market on the 120 worlds of the Triangle. Listed are the world names, the kinds of goods that might likely be bought on the black market, and the price modifiers to these goods. Where more than one type of goods have price modifiers on a world, they are listed together.

BLACK MARKET PRICE MODIFIERS

World Name	Affected Goods	Price Modifier	World Name	Affected Goods	Price Modifier
Aarlis	Klingon or Romulan Goods	- 5%	K'Insann	All Goods	5%
Actonn	Romulan Goods	+ 5%	K'Tazza VII	No Goods Affected	None
Akers IV	Romulan Goods	- 5%	K'Tinnam II	No Goods Affected	None
Altharra IV	All Goods	- 10%	Kuurg Duril IV	Klingon Goods	+ 10%
Arch bald II	Klingon and Romulan Goods	- 5%	Lafin	Non-UFP Goods	+ 5%
Baker's World	All Goods	+ 10%	Lakeland	All Goods	+ 10%
Ballard's Mint	Gems and Minerals	10%	Laldan VI	All Goods	+ 10%
	UFP Goods	- 5%	Lanroche VIII	Romulan Goods	- 5%
Bandage	Klingon Goods	- 10%		All Others	- 10%
	All Others	- 5%	Lantos	All Goods	- 5%
Bickett	Romulan Goods	- 5%	Lesustelvan VI	All Goods	- 10%
	Klingon Goods	+ 10%	Lazarra IV	All Goods	+ 10%
B'lev I	No Black Market	N A	Lendis Wavamm III	No Goods Affected	None
Broz	All Technological Items	+ 20%	Mandukhaves	All Goods	+ 20%
	UFP and Klingon Goods	- 20%	Manshev	All Goods	- 15%
Bu'uli Tev III	UFP and Klingon Goods	- 10%	Marram IX	All Goods	- 10%
	All Others	- 5%	Martin's Star III	No Goods Affected	None
Canchicka	UFP Goods	- 5%	Mattarra III	No Black Market	N A
Carwile's World	Klingon and Romulan Goods	- 10%	Maze	Luxury Items	- 15%
Chak	No Black Market	N A		Drugs	- 20%
Chanviev	All Goods	- 15%	Meadow	No Black Market	N A
Ch'lestiam VIII	UFP Goods	- 10%	Mernee	No Goods Affected	None
Coli V	No Black Market	N A	M'Tavolern	Non-Romulan Goods	- 10%
Comstock	All Goods	+ 15%	Morning Garden	No Black Market	N A
Currie	No Black Market	N A	Mraarda	No Black Market	N A
Cyclopus	UFP Goods	- 10%	Mirang I	All Goods	10%
	Romulan Goods	- 15%	Navassa V	No Goods Affected	None
Deertam	No Goods Affected	None	Newlin III	All Goods	5%
Derigo	UFP Goods	- 5%	New New Aberdeen	Klingon Goods	15%
Devotion	Advanced Technology	- 25%	New Siberia	All Goods	+ 5%
	All Other Goods	- 15%	New Sahara	All Goods	- 5%
D'tornam III	No Black Market	N A	New Paradise	Radioactives	10%
D'latta IV	Non Romulan Goods	+ 15%	Nicolii	All Items	+ 15%
Doo III	No Black Market	N A	Ninc IV	No Black Market	N A
Epley	Romulan Goods	+ 5%	North Pasadena	All Goods	+ 5%
Eternity	All Goods	- 5%	Overlinn	No Black Market	N A
Fan cam X	Romulan Munitions	10%	Passarra's Dream	No Goods Affected	None
	Non-Romulan Goods	+ 10%	Paxton III	All Goods	- 10%
Farkin	Pharmaceuticals	- 5%	Paxton IV	All Goods	- 10%
Flitner V	Klingon Goods	Unavail.	Penchan II	No Black Market	N A
	Orion Goods	+ 10%	Pluuh II	No Goods Affected	None
Flood	Klingon Goods	+ 10%	Prepicca	Non-UFP Goods	+ 10%
Foaled Again	No Goods Affected	None	Querlet III	All Goods	5%
Fountainworld	Orion Goods	10%	Rashie	Non-UFP Goods	+ 15%
	Klingon and Romulan Goods	+ 10%	Remfy	Klingon and Romulan Goods	10%
Freelader	All Goods	15%	Renarvasam	Klingon Goods	- 20%
Freeman's Port	No Goods Affected	None	Ribald Guest	All Goods	5%
Gamon	Klingon and Orion Goods	+ 10%	R'timm VIII	No Black Market	N A
Genarra III	No Goods Affected	None	R'o II	All Goods	+ 20%
Gerisling	Romulan Goods	Unavail.	Rockhaven	Klingon Goods	+ 15%
Gibraltar	All Goods	- 10%	Salterfeld	No Black Market	N A
Green	No Black Market	N A	Schneiter	No Goods Affected	None
Hadalib V	No Goods Affected	None	Stork's Rest	Gems	+ 15%
Haven	Klingon Goods	- 5%	Takanarra II	All Goods	10%
	All Others	- 5%	Tannne	No Black Market	N A
Hoot	No Black Market	N A	Thesit	No Goods Affected	None
H'tssa	UFP Goods	+ 5%	Turbulence	No Black Market	N A
Iovine	UFP Goods	10%	Turnmgpoint	Klingon Goods	- 10%
Jav VII	UFP Goods	5%	T'vant VI	No Goods Affected	None
Jemison	UFP and Romulan	5%	Veneradt III	Foodstuffs	10%
Jonny's Retreat	No Black Market	N A		All Others	5%
Kachtulla VII	Non-Klingon Goods	+ 15%	Veranne III	No Black Market	N A
Kallendeve	All Goods	10%	Wall	Klingon and Orion Goods	+ 10%
Kannaga	All Goods	- 20%	Workday	All Goods	5%
Kinerra	No Goods Affected	None	Yeartes	No Population, No Black Market	N A
K'Kaarr	UFP Goods	+ 10%	Yel'camac	No Goods Affected	None
			Zannadu IV	No Black Market	N A
			Zwaalan	All Goods	+ 30%

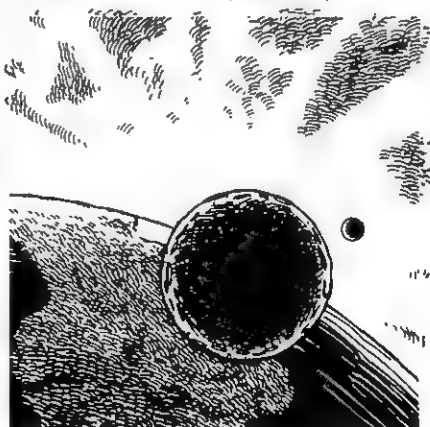


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Baker's World	(9.5S 6.2E)	42B
Ballard's Mint	(10.8S 6.1E)	54B
Bandage	(11.6S 6.6E)	28A
Bickett	(10.1S 6.1E)	54C
B'lev I	(10.5S 7.3E)	35A
Broz	(9.7S 6.9E)	35B
Bu'uli Tev III	(11.0S 7.2E)	35C
<b>C</b>		
Canchicka	(11.8S 7.1E)	55A
Carwile's World	(9.0S 6.0E)	23A
Chak	(10.1S 7.3E)	36A
Chaniviev	(11.0S 7.0E)	51A
Ch'lestam VIII	(9.0S 7.1E)	36B
Colil V	(9.2S 6.3E)	42C
Comstock	(8.5S 6.3E)	55B
Currie	(9.0S 6.3E)	55C
Cyclopus	(8.0S 6.8E)	23B
<b>D</b>		
Deerlam	(10.2S 6.9E)	56A
Derigo	(8.7S 5.6E)	23C
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D'kornam III	(9.8S 7.3E)	36C
D'latta IV	(8.1S 7.2E)	37A
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Epliy	(10.4S 6.8E)	56B
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Fan'cam X	(10.8S 7.3E)	37B
Farkin	(10.4S 6.1E)	56C
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Flood	(10.3S 5.8E)	57B
Fooled Again	(11.3S 7.1E)	57C
Fountainworld	(9.4S 5.9E)	43B
Freeloader	(9.3S 5.1E)	47B
Freeman's Port	(10.7S 6.9E)	58A
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Gamon	(8.6S 6.9E)	58B
Ganarra III	(10.0S 5.5E)	28C
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Name	Location	Pg #
<b>H</b>		
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Kallendeva	(10.9S 6.8E)	51B
Kannaga	(9.4S 4.6E)	30A
Kinarra	(9.0S 6.6E)	49A
K'Kaarr	(12.5S 7.4E)	30B
K'linsann	(8.9S 6.7E)	49B
K'Tazza VII	(10.2S 5.5E)	30C
K'Tinnam II	(10.8S 5.9E)	31A
Kuurg Durl IV	(11.7S 7.2E)	38A
<b>L</b>		
Lafin	(9.0S 5.6E)	24C
Lakeland	(8.2S 6.4E)	25A
Laldan VI	(9.5S 5.1E)	47C
Lanroche VIII	(9.4S 5.5E)	60B
Lantos	(12.1S 7.1E)	31B
Lasustelvan VI	(8.3S 7.2E)	38B
Lazarra IV	(10.5S 5.6E)	31C
Lendis Wavamm III	(11.3S 6.5E)	60C
<b>M</b>		
Mandukisivas	(9.5S 7.3E)	38C
Mantiev	(11.0S 6.7E)	51C
Marram IX	(12.3S 7.2E)	32A
Martin's Star III	(9.8S 6.4E)	44B
Mattarra III	(8.7S 6.8E)	49C
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<b>N</b>		
Navassa V	(11.3S 7.3E)	39B
New New Aberdeen	(9.2S 6.1E)	45B
New Paradise	(11.0S 6.3E)	61C
New Sahara	(10.1S 6.3E)	62A
New Siberia	(10.1S 6.3E)	62B
Newlin III	(8.3S 6.9E)	62C
Nicolii	(8.7S 5.3E)	25B
Niic IV	(9.8S 6.5E)	45C
North Pasadena	(8.8S 6.7E)	50A

Name	Location	Pg #
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Overlinn	(10.2S 6.6E)	63A
<b>P</b>		
Passarra's Dream	(11.5S 7.2E)	63B
Paxton III	(9.7S 5.9E)	46A
Paxton IV	(9.7S 5.9E)	46B
Penchan II	(8.9S 6.9E)	50B
Pluuh II	(8.1S 6.8E)	25C
Precipice	(9.1S 4.8E)	26A
<b>Q</b>		
Qurellet III	(12.6S 7.3E)	33A
<b>R</b>		
Rashile	(8.8S 6.0E)	26B
Remfry	(10.4S 6.4E)	63C
Renarvasam	(12.3S 7.4E)	39C
Ribald Quest	(9.7S 5.0E)	33B
R'limam VIII	(9.7S 7.1E)	40A
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Rockhaven	(10.0S 5.9E)	64A
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Takanarra II	(10.6S 6.4E)	65A
Tannine	(9.2S 6.9E)	65B
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Turbulence	(8.9S 4.9E)	26C
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Iovine	(8.8S 5.8E)	24B
Lafin	(9.0S 5.6E)	24C
Lakeland	(8.2S 6.4E)	25A
Nicolii	(8.7S 5.3E)	25B
Pluuh II	(8.1S 6.8E)	25C
Precipice	(9.1S 4.6E)	26A
Rashile	(8.8S 6.0E)	26B
Turbulence	(8.9S 4.9E)	26C
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Yeartes	(8.7S 6.2E)	27B
Zwaalan	(8.5S 6.0E)	27C

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Eternity	(11.8S 6.9E)	28B
Ganarra III	(10.0S 5.5E)	28C
Haven	(9.8S 5.4E)	29A
Jonny's Retreat	(9.9S 5.1E)	29B
Kachtulla VII	(10.7S 5.8E)	29C
Kannaga	(9.4S 4.6E)	30A
K'Kaarr	(12.5S 7.4E)	30B
K'Tazza VII	(10.2S 5.5E)	30C
K'Tinnam II	(10.8S 5.9E)	31A
Lantos	(12.1S 7.1E)	31B
Lazarra IV	(10.5S 5.6E)	31C
Marram IX	(12.3S 7.2E)	32A
Mraarda	(10.0S 5.3E)	32B
Mrang I	(11.4S 6.3E)	32C
Qurellet III	(12.6S 7.3E)	33A
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Name	Location	Pg #
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Ch'lestam VIII	(9.0S 7.1E)	36B
D'kornam III	(9.8S 7.3E)	36C
D'latta IV	(8.1S 7.2E)	37A
Fan'cam X	(10.8S 7.3E)	37B
H'lass	(8.7S 7.2E)	37C
Kuurg Durl IV	(11.7S 7.2E)	38A
Lasustelvan VI	(8.3S 7.2E)	38B
Mandukisivas	(9.5S 7.3E)	38C
M'lavolem	(9.0S 7.3E)	39A
Navassa V	(11.3S 7.3E)	39B
Renarvasam	(12.3S 7.4E)	39C
R'limam VIII	(9.7S 7.1E)	40A
R'o II	(12.1S 7.4E)	40B
T'vant VI	(11.7S 7.4E)	40C
Yel'camac	(9.4S 6.9E)	41

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Fountainworld	(9.4S 5.9E)	43B
Hoot	(9.4S 6.4E)	43C
Jav VII	(9.4S 6.1E)	44A
Martin's Star III	(9.8S 6.4E)	44B
Maze	(9.6S 6.3E)	44C
Morning Garden	(9.7S 6.6E)	45A
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Niic IV	(9.8S 6.5E)	45C
Paxton III	(9.7S 5.9E)	46A
Paxton IV	(9.7S 5.9E)	46B

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Name	Location	Pg #
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Mattarra III	(8.7S 6.8E)	49C
North Pasadena	(8.8S 6.7E)	50A
Penchan II	(8.9S 6.9E)	50B

## MANTIEV COLONIAL ASSOCIATION

Name	Location	Pg #
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Kallendeava	(10.9S 6.8E)	51B
Mantieva	(11.0S 6.7E)	51C
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Altharra IV	(10.6S 6.7E)	54A
Ballard's Mint	(10.8S 6.1E)	54B
Bickett	(10.1S 6.1E)	54C
Canchicka	(11.8S 7.1E)	55A
Comstock	(8.5S 6.3E)	55B
Currie	(9.0S 6.3E)	55C
Deerlam	(10.2S 6.9E)	56A
Epliey	(10.4S 6.8E)	56B
Farkin	(10.4S 6.1E)	56C
Flitner V	(9.3S 6.6E)	57A
Flood	(10.3S 5.8E)	57B
Fooled Again	(11.3S 7.1E)	57C
Freeman's Port	(10.7S 6.9E)	58A
Gamon	(8.6S 6.9E)	58B
Geisling	(9.9S 6.9E)	58C
Gibraltar	(8.1S 7.0E)	59A
Hadalib V	(9.8S 5.7E)	59C
Jemison	(8.5S 7.1E)	60A
Lanroche VIII	(9.4S 5.5E)	60B
Lendis Wavamm III	(11.3S 6.5E)	60C
Meadow	(8.6S 6.6E)	61A
Merimee	(10.0S 6.7E)	61B
New Paradise	(11.0S 6.3E)	61C
New Sahara	(10.1S 6.3E)	62A
New Siberia	(10.1S 6.3E)	62B
Newlin III	(8.3S 6.9E)	62C
Overlinn	(10.2S 6.6E)	63A
Passarra's Dream	(11.5S 7.2E)	63B
Remfry	(10.4S 6.4E)	63C
Rockhaven	(10.0S 5.9E)	64A
Satterfeld	(8.8S 6.4E)	64B
Schneiter	(8.4S 6.5E)	64C
Takanarra II	(10.6S 6.4E)	65A
Tannine	(9.2S 6.9E)	65B
Thisisit	(11.3S 6.7E)	65C
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Zannaduu IV	(11.5S 6.8E)	66B



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Cyclopus	(8.0S 6.8E)	23B
Derigo	(8.7S 5.6E)	23C
Flitner V	(9.3S 6.6E)	57A
Hoot	(9.4S 6.4E)	43C
Kuurg Durl IV	(11.7S 7.2E)	38A
Laldan VI	(9.5S 5.1E)	47C
Lendis Wavamm III	(11.3S 6.5E)	60C
Mantiev	(11.0S 6.7E)	51C
Meadow	(8.6S 6.6E)	61A
Morning Garden	(9.7S 6.6E)	45A
Mrang I	(11.4S 6.3E)	32C
Navassa V	(11.3S 7.3E)	39B
Overlinn	(10.2S 6.6E)	63A
Pluuh II	(8.1S 6.8E)	25C
Ribald Quest	(9.7S 5.0E)	33B
Turningpoint	(9.6S 6.7E)	66A

## Gemstones

Name	Location	Pg #
Aarris	(12.2S 7.3E)	53A
Akers IV	(10.5S 7.1E)	53C
Ballard's Mint	(10.8S 6.1E)	54B
Canchicka	(11.8S 7.1E)	55A
Deerlam	(10.2S 6.9E)	56A
Epliey	(10.4S 6.8E)	56B
Foiled Again	(11.3S 7.1E)	57C
Geisling	(9.9S 6.9E)	58C
Hadalib V	(9.8S 5.7E)	59C
Iovine	(8.8S 5.8E)	24B
Jemison	(8.5S 7.1E)	60A
K'Tinnam II	(10.8S 5.9E)	31A
Lantos	(12.1S 7.1E)	31B
Martin's Star III	(9.8S 6.4E)	44B
Ribald Quest	(9.7S 5.0E)	33B
R'o II	(12.1S 7.4E)	40B
Stork's Rest	(10.8S 6.6E)	52
Yel'camac	(9.4S 6.9E)	41

## Luxury Foods

Name	Location	Pg #
Haven	(9.8S 5.4E)	29A
Niic IV	(9.8S 6.5E)	45C
Pluuh II	(8.1S 6.8E)	25C
Rashile	(8.8S 6.0E)	26B

## Manufactured Goods, Machine

Name	Location	Pg #
Altharra IV	(10.6S 6.7E)	54A
Archibald II	(9.2S 5.8E)	42A
Epliey	(10.4S 6.8E)	56B
Gamon	(8.6S 6.9E)	58B
New Paradise	(11.0S 6.3E)	61C
Takanarra II	(10.6S 6.4E)	65A

## Manufactured Goods, Plastic

Name	Location	Pg #
Bickett	(10.1S 6.1E)	54C

## Manufactured Goods, Starship

Name	Location	Pg #
New New Aberdeen	(9.2S 6.1E)	45B

## Manufactured Goods, Textile

Name	Location	Pg #
Bickett	(10.1S 6.1E)	54C
Bu'uli Tev III	(11.0S 7.2E)	35C
Wall	(8.9S 5.3E)	27A

## Manufactured Goods, Weaponry

Name	Location	Pg #
Epliey	(10.4S 6.8E)	56B
Fan'cam X	(10.8S 7.3E)	37B

## Metals ores

Name	Location	Pg #
Aarris	(12.2S 7.3E)	53A
Archibald II	(9.2S 5.8E)	42A
Baker's World	(9.5S 6.2E)	42B
Ballard's Mint	(10.8S 6.1E)	54B
Broz	(9.7S 6.9E)	35B
Canchicka	(11.8S 7.1E)	55A
Currie	(9.0S 6.3E)	55C
Deerlam	(10.2S 6.9E)	56A
Flood	(10.3S 5.8E)	57B
Freeman's Port	(10.7S 6.9E)	58A
Haven	(9.8S 5.4E)	29A
Jemison	(8.5S 7.1E)	60A
Kinarra	(9.0S 6.6E)	49A
Lantos	(12.1S 7.1E)	31B
Mantiev	(11.0S 6.7E)	51C
Maze	(9.6S 6.3E)	44C
Merimee	(10.0S 6.7E)	61B
Newlin III	(8.3S 6.9E)	62C
New Siberia	(10.1S 6.3E)	62B
Renarvasam	(12.3S 7.4E)	39C
R'o II	(12.1S 7.4E)	40B
Satterfeld	(8.8S 6.4E)	64B
Wall	(8.9S 5.3E)	27A
Workday	(9.2S 4.9E)	48

## Pharmaceuticals

Name	Location	Pg #
Actonn	(9.6S 5.4E)	53B
Eternity	(11.8S 6.9E)	28B
Farkin	(10.4S 6.1E)	56C
Niic IV	(9.8S 6.5E)	45C

## Radioactives

Name	Location	Pg #
Aarris	(12.2S 7.3E)	53A
Baker's World	(9.5S 6.2E)	42B
Ballard's Mint	(10.8S 6.1E)	54B
Canchicka	(11.8S 7.1E)	55A
Currie	(9.0S 6.3E)	55C
Flood	(10.3S 5.8E)	57B
Iovine	(8.8S 5.8E)	24B
Jemison	(8.5S 7.1E)	60A
Lantos	(12.1S 7.1E)	31B
Lendis Wavamm III	(11.3S 6.5E)	60C
New Siberia	(10.1S 6.3E)	62B
Newlin III	(8.3S 6.9E)	62C
T'vant VI	(11.7S 7.4E)	40C
Veneradt III	(11.2S 6.2E)	33C

## Special Minerals

Name	Location	Pg #
Aarris	(12.2S 7.3E)	53A
Baker's World	(9.5S 6.2E)	42B
Merimee	(10.0S 6.7E)	61B
New Sahara	(10.1S 6.3E)	62A
Rockhaven	(10.0S 5.9E)	64A





# PERSONALITY INDEX

\* = Character data provided in the Personalities section.

## UNITED FEDERATION OF PLANETS

Carwile's World	Howard W. Carwile *	
Cyclopus	Empress Meia d'Ricetta	
Derigo	Jeremy Likstrom	President
Green	Dr. Richard Temore *	
Iovine	Rafe Matthews	Superintendent
Lafin	Ch'kall Latoch'n	Governor
Lakeland	Tamir Radjid	Governor
Nicolli	R'randirrim	Commander
Pluuh II	Guumpfar Lurb	Governor
Precipice	Sasha Velkovki	Priminister
Rashile	Stacy Randrow *	President, RGF
Turbulence	Jan Terling *	
Wall	David V. Hedges	WallMaster
Yeertes		
Zwaalan	King Vassily Ilievich	

## KLINGON EMPIRE

Bandage		
Eternity		
Ganarra III		
Haven	Q'Kuattr *	
Jonny's Retreat	Jonny Farlo *	
Kachtulla VII	Karr	Settlement Leader
	Adammar	Chief Administrator
	Kardigh	Base Commander
	Kapottin	Base Commander
Kannaga		
K'Kaarr		
K'Tazza VII		
K'Tinnam II		
Lantos	Reverend Simpson	Colony Leader
Lazarra		
Marram IX	Sheila Jones	Colony Leader
	Klinmar	Military Governor
	K'Zinh *	Work Project Coordinator
Mraarda		
Mrang I		
Qurellet III	Landis Bolrann	President of Qurellet
	Klarak	Klingon Military Governor
Ribald Quest		
Veneradt III		
Verianne III		

## ROMULAN STAR EMPIRE

B'jev I		
Broz	L'havus Dizai	Governor
Bu'uill Tev III		
Chak	L'arus	Station Chief
Ch'lestam VIII	P'testus	Governor
D'kornam III		
D'latta IV	Valamus	Commander, Defense Force
Fan'cam X		
H'less	Callanda "The Black" *	Portmistress
Kuurg Durl IV	Ralius	Governor
Lasustelvan VI	S'Teglen	Governor
Mandukisivas	Tassius	Pretorum Sivas
M'lavolem	Qianna	Science Director, Agricultural Station
Navassa V		
Renarvessam	S'tektas	Governor
R'limam VIII		
R'o II		
R'vant VI		
Yel'camac	S'Lektas	Governor

## AFFILIATION OF OUTER FREE WORLDS

Archibald II		
Baker's World	Willis J. Baker *	President, Baker's World Council; Chairman, ADFW Council
	Kellie Baker *	
	Matthew Ellerbee *	Chief of Security, Colli Science Station
Colli V	Supreme Reverend Father Lucius	Leader, The Children of the Covenant
Devotion	Lise Jay	Chief, Tourist Bureau
Fountainworld	Leonard "Lightning Len" Forest *	
Hoot	Daniel Dolley	President, Miners' Association
Martin's Star	John H. Tanner	President, Workman's Association
Maze	T'Calith	Speaker, The Gathering of Advisors
Morning Garden	Jason Chan	UFP ambassador
New New Aberdeen	Laird Thomas MacClain *	First Speaker, Council of Clans
Nic IV	Siihiteeness	High Servant of the Light
Paxton III	Galv Trelg	Chief Executive
Paxton IV	Pieter Petrovich Relesky	Chairman, War Council

## ORION FRONTIER MERCHANTILE ASSOCIATION

Dool III	Dalen Lifaq	Planetary Manager
Freeloder	Tali Lithan *	Owner, Lithan Trade Developments, Inc.
	T'planna *	Executive Secretary
	Patch *	Pirate
Laldan VI	Avakash sutar-Laggal	Chief, Klingon trade delegation
	Kravex sutai-Halak	Klingon naval envoy
	Hobi's Deleta	Chairman, Laldan Farmer's Association
Workday	Deak Lifaq	

## IMPERIAL KLINGON STATES

Kinarra	Megarn	Klingon Governor
K'Linsann	Admiral Kepel *	
Mattarra III		
North Pasadena		
Penchan II		

## MANTIEV COLONIAL ASSOCIATION

Chaniviev	Jonas Elley *	Leader of the Chaniviev Alliance
Kallendeava	General Patrushka Allaya	Commander of the Chaniviev forces
	Grand Admiral Charles Bayerlin	Commander of the Loyalists
Mantiev	Johnda Pietra	Leader of The Loyal States Alliance
	Lee Willson *	President, MCA
Stork's Rest		

## INDEPENDENT WORLDS

Aarris	Zeenna *	Owner of Zeene Minerals
Actonn	Queen Dionna Cassavette	
	Prince Merrin	
Akers IV	Master Isao Namaguti	
Altharra IV	Galan Therro	Leader, Agrarian League
	Borral Portan	Exporter
Ballard's Mint	Shaun Ballard	President, United League
Bickett	Headman Andi Babsin	
Canchicka	Morann	Duke of Vulor
Comstock	Philip Cardlin	CIC Chairman
Currie	William Grant	Portmaster
Deerlam	Emperor Carl Sammons	
Epley	Baron Rocalla Bikson	
Farkin	Anya Torsven	Mayor, Farkinfeall
Flitner V	King Kapri Nider	
	Prince Danni	
	Prince Rallin	
Flood	Miklin Jandosti	Precept
Foiled Again	Frann Ulich	Leader, discovering expedition
Freeman's Port		
Gamon	Emperor Dade Hargrave	
	Ilf de Mione	Chief Advisor
Geisting	Docca Leo	President
Gibraltar	Admiral Benjamin Schmitt	Federation commander
	Commander Lucius	Romulan commander
Hadelib V	Maxim Sulov	Council Chairman
Jemison	Jean Carslon *	
Lanroche VIII	Fion O'Maurm	Manager
	Bhind'r *	Merchant Princess
	Simon L. De Witt *	Captain: Highdiver
	Ricao Fernandi *	1st Mate: Highdiver
Lendis Wavamm III	King Canaan Abraho	
	Firenna Jonn	Prime Minister
Meadow	Kalan DeVries	Elder Sister
	Vran Cafr	Elder Brother
Merimee	Rich Borrdinn	President, MCC
New Paradise	Dilger Hess *	President, ATA
New Sahara	Sidji Carsoin	Grandmaster
New Siberia	Sidji Carsoin	Grandmaster
Newlin III	Queen Bethlin IV	
	Pari Tieman	Prime Minister
Overlinn	John Strongstone	Headman
Remfry	Dirk *	Linguist
Rockhaven	Jehmi Zimchandil	President
Setterfeld	Rodrin Picart	
	R'thliama	
	Ficoont Artney	
Schneider	Gavin O'Reilly	Superintendent
Takanarra II	Joshua Lodeston	
	Vanita Wilson	Leader, Isolationist Party
Tannine		
Thisisit	Joshua Dunne	President
Turningpoint	Rodengo G. Lopez	
Zannaduu IV		

## UNATTACHED (No Home Base)

Thorapolis Creole *	Freetrader
Linda Robbins *	Free Trader
Wilton Tull *	Owner-Master: <i>Hard Times</i>



## THE TRIANGLE...

The vast neutral area between the galaxy's three major powers.

A place where a man's past is not discussed, where a man's present is measured by the credits in his pocket, and where his future may be in his holster.

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- History and governments
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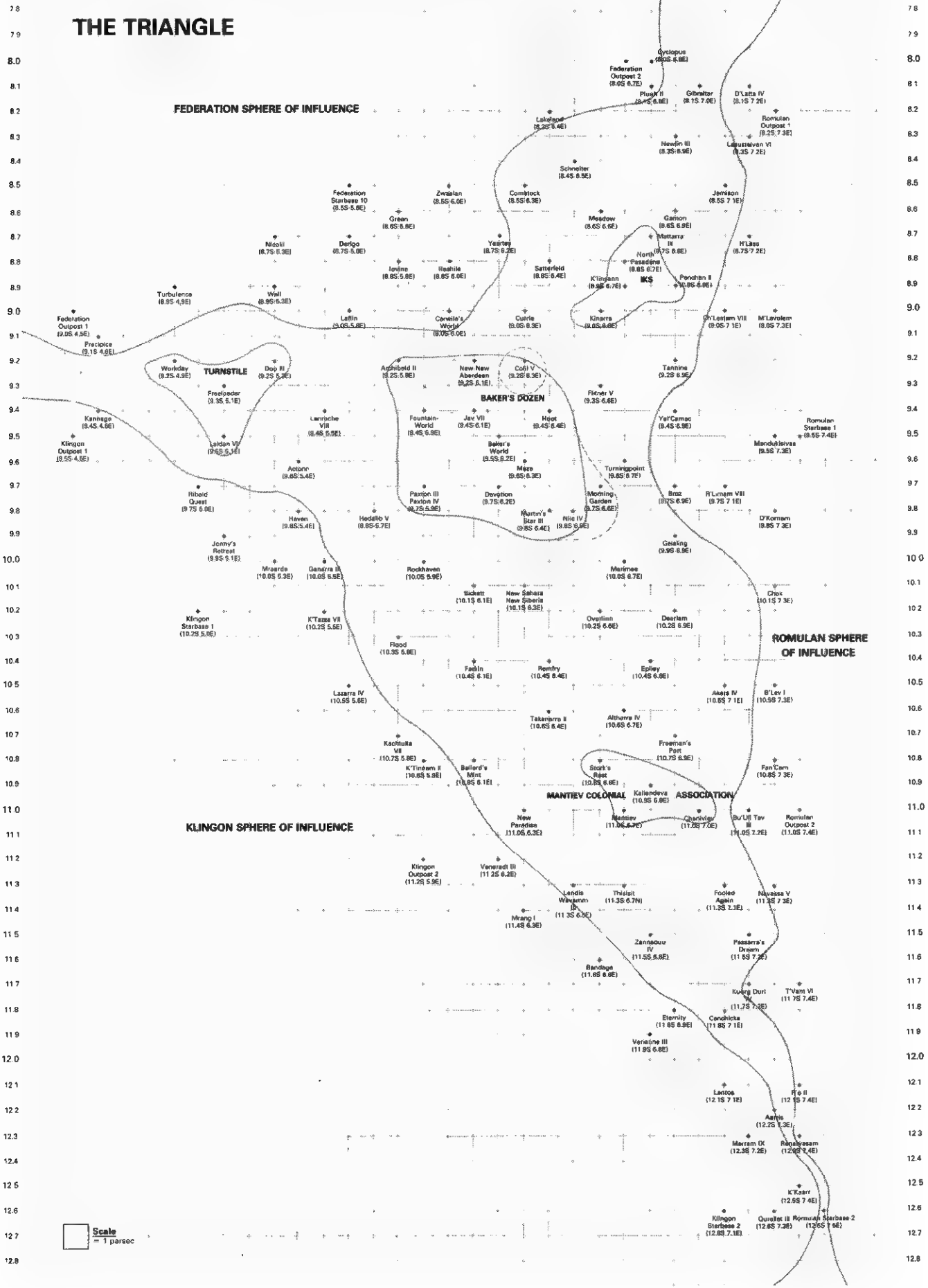
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# THE TRIANGLE

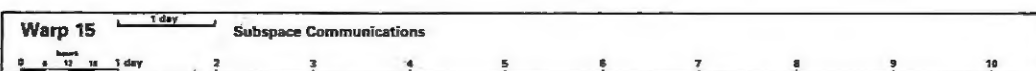
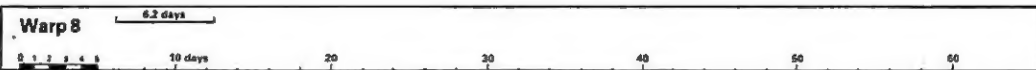
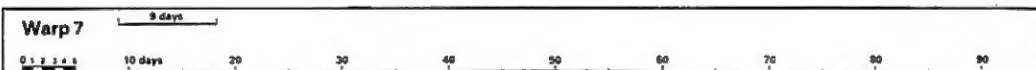
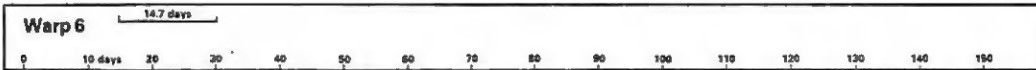
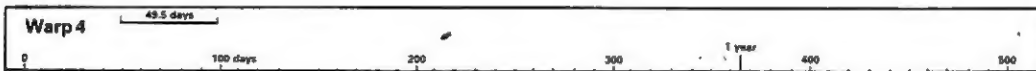


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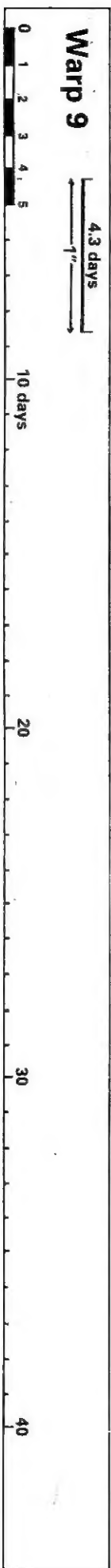
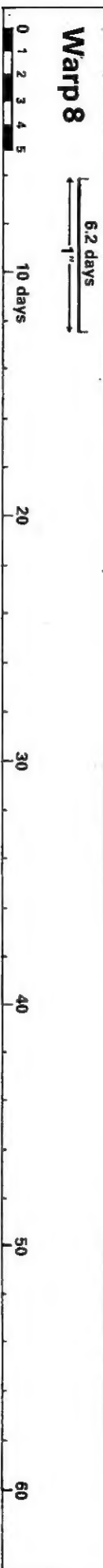
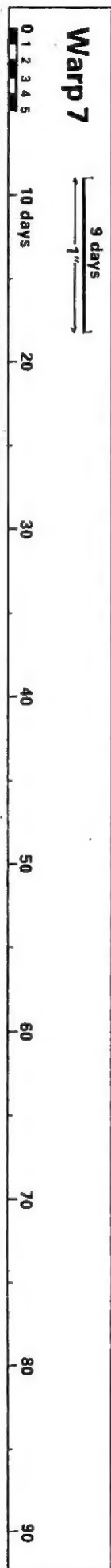
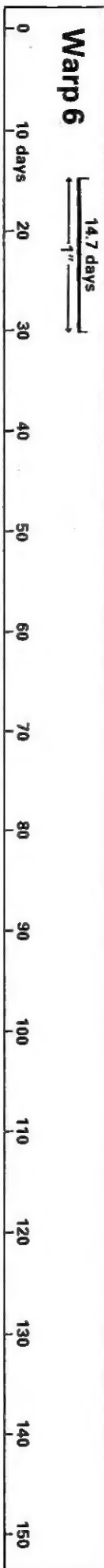
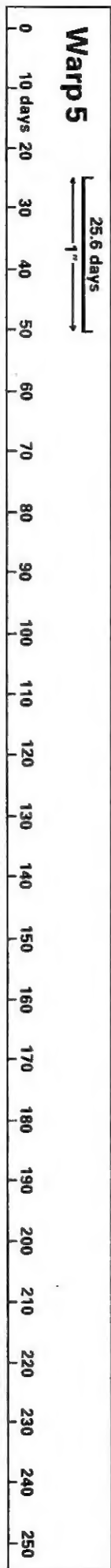
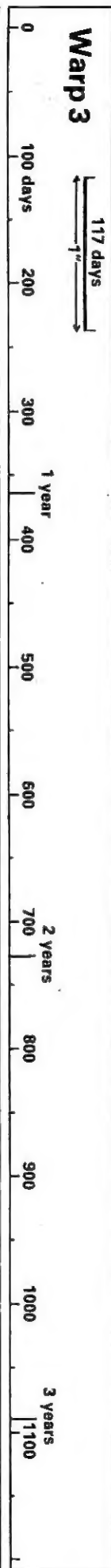
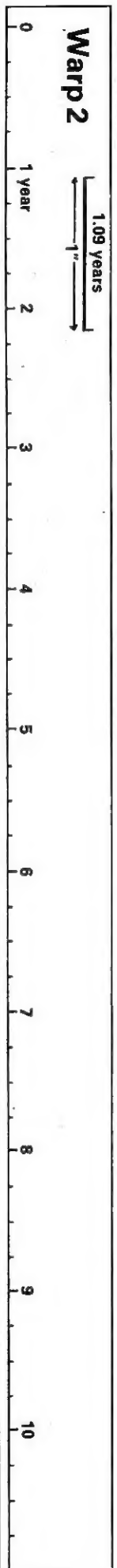
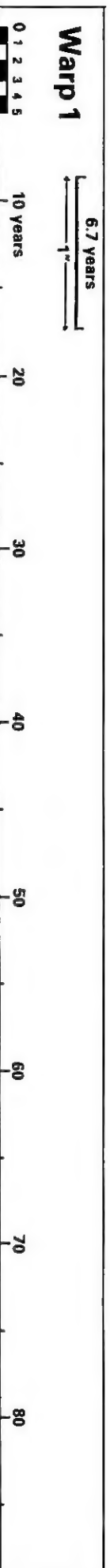
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# Travel Time Scales

Remove and photocopy center four pages from the book.  
Mount the scales and cut them out. Use the large scales with the 22" x 17" maps and the small set of scales with the reference maps located on the back of the center pages.



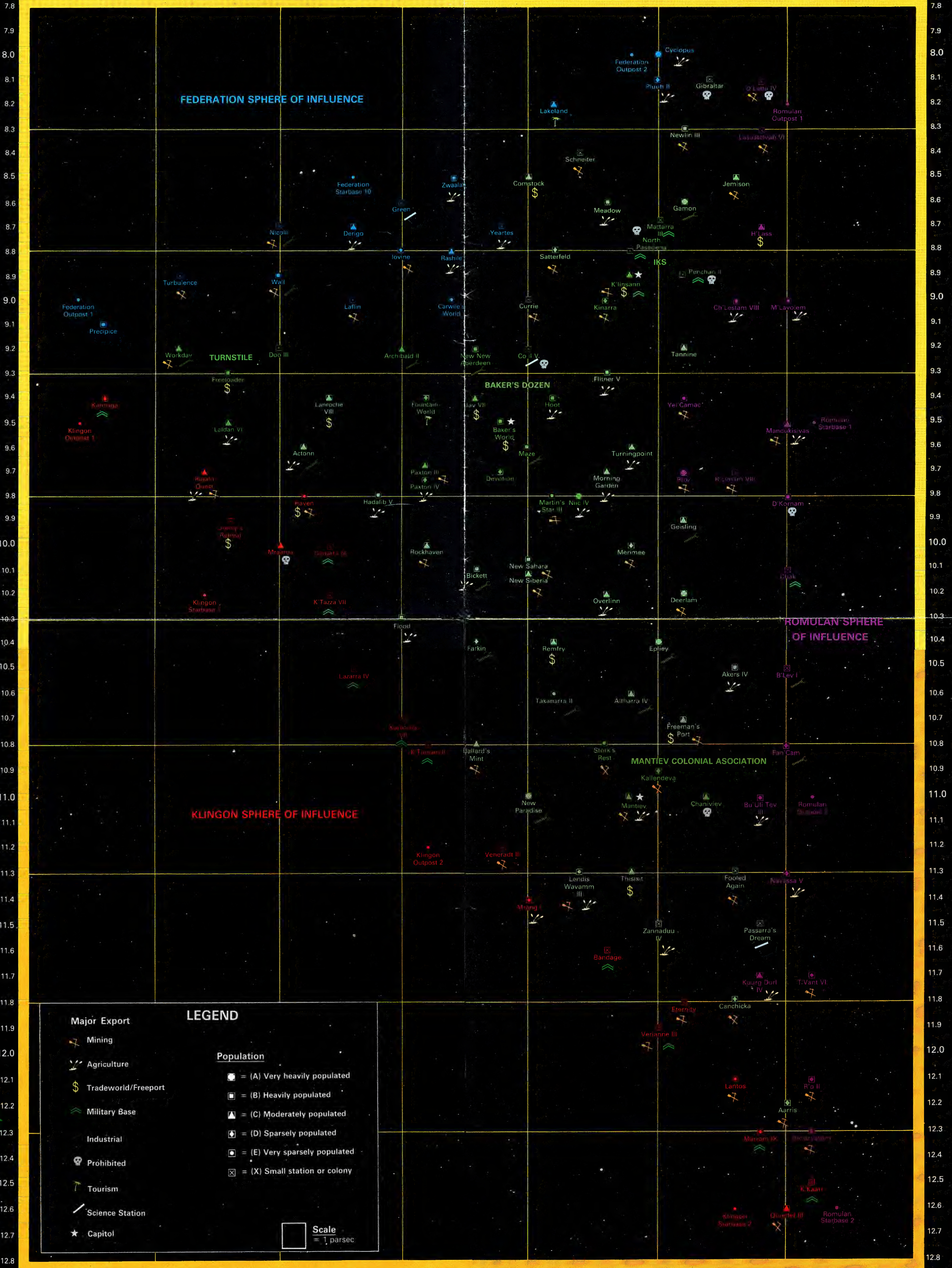






# UNITED FEDERATION OF PLANETS

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ROMULAN STAR EMPIRE

KLINGON EMPIRE



**LEGEND**

<b>Major Export</b>	<b>Population</b>
Mining	= (A) Very heavily populated
Agriculture	= (B) Heavily populated
Tradeworld/Freeport	= (C) Moderately populated
Military Base	= (D) Sparsely populated
Industrial	= (E) Very sparsely populated
Prohibited	= (X) Small station or colony
Tourism	
Science Station	
Capitol	
	Scale = 1 parsec

4.4 4.5 4.6 4.7 4.8 4.9 5.0 5.1 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 6.0 6.1 6.2 6.3 6.4 6.5 6.6 6.7 6.8 6.9 7.0 7.1 7.2 7.3 7.4 7.5 7.6 7.7

# THE TRIANGLE

# THE TRIANGLE

## FEDERATION SPHERE OF INFLUENCE

### TURNSTILE

### BAKER'S DOZEN

## ROMULAN SPHERE OF INFLUENCE

## KLINGON SPHERE OF INFLUENCE

### MANTIEV COLONIAL ASSOCIATION

Scale = 1 parsec

